





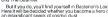


#### GRADIUS° III

You are the pilot of destiny, flying your Modulated Artillery Exalter (M.A.X.) against Bacterion, a mammoth malignant mass. Prepare for an audio-visual blitz on your senses as you select your weapons from a stellar array of alien blasting devices, featuring five different categories. Your options include Hawk Wind Missiles

Twin Lasers, the Cyclone, Mega Crush, and many more Navigate with unbridled courage through 10 treacherous Terror Zones, each ending with its own mortifying Mayor. Only by penetrating their very beings can you hope to obliterate them. Along the way you face relentless attacks from Bazooka Heads. Spores Monoliths and other monstrosities too unspeakable to mention here. And even with power-ups you may not survive The Dunes of Doom, The Carbonation Zone.

and The Gauntlet. Here it will be decided whether you become a hero or













#### SUPER CASTLEVANIA IV™

It's time to dig up the past because Dracula has risen from his grave again. But this time he brings a host of never-before-seen super horrors, accompanied by some of the most chilling sound effects to ever tingle your spine. Venture into the Count's 11 level Castle of the Undead, complete with the Terrace of Terror the Rotating Dungeon, the Sunken Ruins of Lost Spirits and other crypts of doom

Wield your whip with heroic skill as you use it to swing over bone chilling traps and hundreds of ghost freaks, living coroses, spitting lizards, the strange metamorphosing dog-rats and more.

Strike back against gruesome torments like the Tongue Lasher, the Darkest Knight and the Bone-Afide Horseman. With a password you can pause to catch your breath, but considering what ultimately awaits you, it's just postponing the agony









Available this December

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Enter the 10 Levels of the Dragonbeast to rescue the mysteriously missing princess of Horo-Horo. Experience a sight and sound extravaganza as you battle through double Warlock Stages and incredible 3D and 2D zones using magcal moves and solving mystical problems in order to







Take on the Carp Meister with his paralyzing fighting fish, and Tanaka-U-Out, whose bone crushing hammer packs a wallop. Capture all-powerful sinjin items like fire staffs and dynamite. If you fail to collect gold coins from defeated foes you won't receive all-important clues, or be allowed





to go for broke at 'hidden risk' areas such as the Quiz House and Horse Races.



Available this January



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Only one superpower will dominate the world of Super NES. Konami. Because Konami has amassed its video game strength to storm your Super NES with all the action, adventure and excitement it can hold

Take command of Konami Super NFS forces. And see how fun world domination can be when you've got a superpower on your side.

#### GRADIUS° III

You are the pilot of destiny, flying your Modulated Artillery Exalter (M.A.X.) against Bacterion, a mammoth malignant mass Prepare for an audio-visual bitz on your senses as you select your weapons from a stellar array of alien blasting devices, featuring five different categories. Your options include Hawk Wind Missiles, Twin Lasers, the Cyclone, Mega Crush, and many more.

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But if you do, you'll find yourself in Bacterion's Lair. Here it will be decided whether you become a hero or an insignificant speck of cosmic dust.

Available now!









you won't receive all-important clues, or be allowed to go for broke at "hidden risk" areas such as the







isn't such a bad asset either



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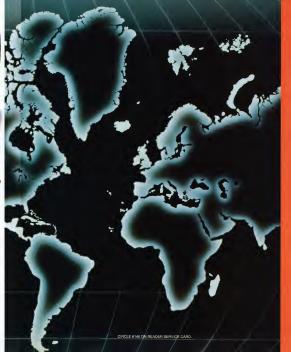


## KONAMI **FOR THE SUPER NES**

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The Last Word On Video Games



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Five pages of details! 134

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In this third part of the Street Fighter 2 epic, learn even more advanced methods to kick, jump and punch your way to victory! Destroy your enemies from one round to the next with pointers for the ultimate in action fighting.

COVED. Street Fighter 2: The ultimate arcade fighting game presented to you with full strategy info on coin-op!



Don't miss the first hands-on test of the U.S. Mega CD-ROM! Only EGM takes you inside the system to tell and show you what you'll be playing in the future! 124

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Get the inside track on the workings at Absolute. You will learn about how this company creates the magic you love. Get the know the past, present and future of this innovative creative center and the personalities that make it click.



Fighter 2 ARCADE game or S-NES carts!

#### Super Play

The saga continues with your favorite hero, Mega. Man! Mix it up with that evil and cagey Dr. Wily once again, but be prepared to come at him with the latest

excellent Mena Man 4 maps and strategic tips. Then, discover how to survive the intricacies of the dramatic Zelda 3! Our super maps are your link to defeating the evil Agnon. saving Princess Zelda and winning one of the greatest

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#### 16-Bit action games! 148-183 **Fact Files:**

Super-NES Times: Smash TV. Xardion, Joe & Mac, Addams Family, Bai-Den Nintendo: Contra Force, Overlord, Treasure

Master, Gemfire Sega Genesis: Mystical Fighter, Two Crude Dudes, Marble Madness Winter Challenge, Battlewings

Turbo Champ: Ballistix GameBoy: Face Ball 2000 O-Rert



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#### EGM

A SENDAI PUBLISHING GROUP, INC. PERIODICAL

#### February, 1992

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#### IT'S THAT TIME OF YEAR AGAIN...

Well, it's that time of year again!

The silly season has died down, the Vegas CES is just around the corner, and it's a perfect time to gauge where we're going and where we've been.

This year, more than any before, showed the greatest change in the electronic entertainment industry. Not only did we witness the introduction of new game machines like the Super NES, but other systems like the Sega Genesis finally came into their own. Prices on several formats came down, with the NEC TurboGrafx-16 finally reaching below 100 bucks. And don't forget the leaps in

software production that mini-machines like the Lvnx and Game Gear made in '91. For all the truly incredible movement forward, however, the game industry has also started to experience some downscaling. The Nintendo 8-Bit NES, long the staple of the gamer's diet, has been eclipsed by the more powerful 16-Bitters, no matter what Nintendo says. The hobby is definitely becoming more upscale, which will have some negative effects in the short term but should balance out over the long haul.

1991 saw a number of other events occur that will have a significant impact on the market as a whole in 1992. Although originating from a competitor, a tip of the hat goes to the first real television program to cover our hobby. The point isn't whether it's good or bad, but that it's on at all is a testament to its creators and the gaming public. Will we see more television programming covering our favorite hobby? You betcha - and in a way unlike anything you've ever seen before!

Aside from all the giant steps forward video gaming has made since its rebirth in 1985, the question we have to ask ourselves is where are we going to?

The Winter Consumer Electronic Show in Las Vegas will likely be the place where the future balance of power within the video game industry will play itself out. Sega, coming off of a banner year (complete with a holiday season that saw sell-outs across the board) will enter this show, for the first time, on top. Although Nintendo may claim superiority, the truth of the here and now is that Sega leveled their arch-nemesis with a lower-priced left and a Sonic right. Being in the leading position will feel good to everyone at Sega and they should enjoy it and work hard to continue their progress.

Nintendo, however, cannot be counted out or even down for that matter. If Sega does not come up with some equally stunning softs to follow-up Sonic (a sequel to which will be available mid-year), they will be eclipsed by Nintendo, who's legion of third-party producers will net us Street Fighter 2, Contra 3 and a plethora of other stunning titles throughout 1992. Sure, quantity favors Sega, but with the knowledge of what Nintendo will produce in 1992, the quality factor will tip to the big 'N's' camp without further forward action from Sega.

Ultimately, the big winner will be us, the game playing enthusiasts who relish each new hardware introduction (which there are sure to be in '92) and marvel at the incredible steps the game developers make with each new game program. The 16-Bit competition will necessitate better softs from both Nintendo and Sega which, as the leading magazine of honest game reviews, will make our job all the more fun

Lastly, to respond to the growing change within the video game field, you'll see additional changes to the magazine in this and coming months. While these alterations will make the magazine more informative and easier to read, we still would like to get your feedback as well as your recommendations for future issues. This is your magazine, help us make it the best it can be by sending in your comments.

> Steve Harris Publisher, Editor-In-Chief

#### TERMINATOR 2 JUDGMENT DAY ON NES'S GAME BOY

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#### NO FATE BUT WHAT YOU MAKE ON NES":

You are a T-800 terminator. It's a T-1000. You carry a lever-action Winchester

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#### FIGHT IN THE FUTURE... SAVE THE PAST ON GAME BOY'S

First battle titanium hyperalloy T-800's as the John Connorof 2029. Then, enter SKYNET, canture

your own T-800, and become the Harley riding, grenade firing. terminator of today













and Game Boy". "Hasta la vista, Baby!"





## THE ULTIMATE QUEST FOR FANTASY PRIZES

Scooter's dream starts where most games finish. After battling sharks, conquering space, surviving miniaturization, and getting lost in fantasy forest, our hero Scooter finds the treasure...but gets to keep it!

It's up to you to guide him there to keep your share when the Treasure Master<sup>TM</sup> vault opens with the Secret Password on April 11, 1992 12 PM EST. You and Socoter will have to be in top training to get there first because it won't be easy.

But all your practice and training won't be wasted because mastering the 5 tough treasure worlds will prepare you for the ultimate quest for fantasy prizes right at home!



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- your personal submarine

  Explore exotic foreign planets
- Engage hostile aliens in arcadestyle combat
- Master all the wacky tools as you search for real treasure
- Interact with a variety of mysterious creatures
- You're given 12 hours to learn the Secret Password and compete to win Fantasy Prizes











If your oxygen holds out, you're in for a blast.

don't exist. will you get there in time?

## 0.000 IN FANTASY PRIZES\*

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#### \$10,000 CASH **FQUIVALENT**

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36,000 THIRD PRIZES Official poster-size TREASURE MASTER \*\*

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Competition period is from 12 noon EST until 12 midright EST on April 11, 1992, Watch MTV\*\* from 12-1PM on April 11, 1992 or call April 1, 1982 Watch MTV\*\* Ibom 12-19M on April 1, 1982 or cet 1-90-370-TBESUPE any time during the competition period and decover the Secret Password. Call will cost 5.50 per minute. Children under 18 must ask their parents first. Average length of call its 3 minutes. This competition is prin to 1 US residents except in those states where the competition is taked, profibilities or restricted by law including the states of Arizona, Louislana, Montana and Vermont petitors should first check the availability of 900 exchange twice ne service in their home locality prior to entering this competit To be eligible we must receive your official Treasure Moster's moision card by midnight EST April 8, 1992.

For more information of 1-900-370-TREASURE

Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call is 3 minutes.





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The decision of the Treasure Master sudges shall be final and binding on all meters ndo of America, Inc. is neither a sponsor of nor stillisted with the Treasure



## 

Alright, here's your change to sound off! Send us you pliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interfece:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148 Due to the high volume of mail received we regret that individual letters can not be answered

#### MEGA CD COMPATIBILITY I've heard that the Japanese Mega

CD-ROM will work with the U.S. Genesis system. I want to get one but I don't want to get it home and then find out that it doesn't work. What's the story?

Mark Kauffman Los Angeles. CA

I have seen the Mega CD-ROM advertised in several mail order ads. I think Sena now has the product that will blow away anything that the Super-NES can ever hope to do. I want one and plan on ordering it but will it be compatible with the U.S. CD's when they come out? You are the ones who always get the info first Should I buy the Japanese Mega CD? Bill Laporte Houston, TX



Sega says the Japanese Mega CD-ROM will NOT play U.S. CD games!! (Ed. Sorry guys. We have just found out, and Sega of America has confirmed it, that only the U.S. Genesis/U.S. Mega CD-ROM systems will play the U.S. CD games. While some of the U.S. Genesis systems (the old 'Altered Beast' systems) when combined with the Japanese Mega CD-ROM systems will play Japanese CD's, this combination will not work with American CD' games when they come out. Sega has built in a double protection system that recognizes both the software and the hardware Save your money for the U.S. Mega CD-ROM. For all the details see the EGM Express and the special 5 page Mega CD section in this issue!)

#### MORE 7FIDA 3...!

I can't believe it! I've been combing every magazine looking for anything new on Zelda 3, and every month nothing. That is until I saw your January issue. Awesomel I want that game even more than ever! By the way how did you get the info before THEY published it? Print more!

Adam Wilson Atlanta, GA

The new Link game looks fantastic on the Super NES, I didn't know it was so close to production until I read your article. That is the reason why I buy your manazine. While other manazines are getting excited about the 5 year old Zelda 1 you are out there telling us about Zelda 3.

#### Lyle Stevens Chapel Hill, NC

A Link to the Past looks like it is going to be awesome! These are the games which will put the Super NES into the lead in the 16 bit race! Keep up the great S-NES coverage!

John Banes Denver, CO

(Ed. We are as excited about Zelda 3 as you are and that is why we are giving it four more pages in this issue. You can always count on seeing only the newest games here in EGM.)



Zelda 3 should be one of the hottest S-NES carts this winter!

#### SYSTEM WARS...PART 2! Give it up Genesis players! The S-

NES has it all over the puny Genesis. Not only do we have all the great companies like Konami. Capcom and Acclaim to make the new carts, but just compare the specs of the two systems. Where is your Mode 7? Then should we compare colors? 64 on the Genesis to the 32 000 for the S-NESI There is only one system and you'll see that in 1992 when there are twice as many S-NES as Genesis'.

Trevor Paton Nashville TN

Genesis is number one! The Mode 7 in the S-NES is a loke. Most games aren't even using it. For get all the overhyped specs and compare games. Name your sport and it's there for the Genesis. Action, adventure and RPG are in the stores NOW! If S-NES players want to talk about the future we can only say to you...where is your CD-ROM?

Mark Poters Phoenix, AZ

(Ed. Sales figures aren't in yet, but Nintendo has already started to lower the price of the S-NES. Hmmm --nice marketing strategy! Also, the S-NES can only display 256 colors on the screen at once. What do you think? Which system is better?)

## D. FORCE SEEK & DESTROY





shooting action

#### 16 Bit High-Tech Warfare! You've got the fastest bird to

be had, but we're not sure you can handle it. If you succeed, you'll roam six countries on your search for a powerful oil-rich Mid-Eastern Dictator. If you bail like those before you, we'll all be learning a new language soon.

#### Not Your Ordinary Nuclear Chopper

But we're not looking for your average rocket jockey either. You're in command of the latest Nuclear Apache. And you've got 7 bone-crushing levels to prove yourself. Or rather, protect the American way of life.

#### Hottest Game-Pak Around! With selectable weapons, quick zoom, 16 Bit Super NES™ graphics.

and the largest available gamepak(8 MEGS), we don't want to hear any whining. D-Force utilizes



thousands of colors and special shading effects, giving you more than you've ever seen on the NES™ It's downright unforgettable!

#### Can You Handle the Heat? You've got the hottest hardware out there. If you think you're quick enough to use it, you're

ready for D-FORCE today!



#### TREASURE MASTER TIPS?

I plan to enter the Treasure Master contest. I have just bought the cart and it is tough! Your tips in the December Issue got me through the first level. Will you continue to the tips for the other levels? These prizes are big and the best thing in a long time for the NFS.

#### Gerald Koeppler Pierre, ND

The Treasure Master contest is awascome! I want to win the Fantasy Game Room and I appreciate all the attention that you're giving it! Did you know your tips are a month ahead of the other mags. I have completely mastered the first three levels and can get through them perfectly. How about tips on the last two levels?

#### Jason Breese San Leandro, CA

(Ed. This is a good example of what we can do by working on a very short lead time. Others which require 3 to 4 months between writing unite 3 to 4 months between writing and publishing can't get the tips to you in a timely manner. Tips on levels 4 and 5 are on page 1641.

We also believe that this is a phenomenal contest and have been working with American Softworks to make this the best contest ever! Check out the special contest on pages 12627. When you call in the contest results just say EGM and if you're in the first 100 to say it, you'll get a free one year subscription to EGM!)

#### MORE SEGA LICENSEES...

I have heard that some of the longstanding Nintendo licensees are now starting to make cartridges for the Genesis. Does that mean that we will soon see Street Fighter 2 (Capcom) and Castlevania (Konami) for the Genesis?

#### Robert Sorensen Cedar Park, TX

(Ed. You are partly right Bob. Many of the Nintendo licensees like Acclaim, Vic Tokal, Koel and Data East are going to be bringing out Genesis and Game Gear products in 1992. And rumors are circulating that even Konami is working on Gradius for the Mega CD in Japan. Capcom, either in the U.S. or Japan has not announced any intentions of producing a Sega game.)

#### LOWER MEGA CD PRICES

I don't understand why we have to pay so much for the CD games. Cartridges must be much more expensive to manufacture because of the chip costs. However, we haven't seen any decrease in the game prices for the TurboGrafx CD-HOM. Why is this? In NEC just trying to make a lot of money off of us? Will Sega then take same approach and charge us much more than it costs to make the disc?

Geoff Oster Mesa, AZ



The Sega Mega CD's like Sol-Feace cost as much as cartridge games!

(Ed. You are partly correct. While it does cost less to manufacture a CD disc, there is much more development costs to create the game program which could be several times as large as a cartridge program. Also, with the capability of running high galley audio, many game companies and participation of the capability and programs. Also, with the capability of the capabili

#### SUPER FAMI GAMES ON S-NES

I've owned a Super Nintendo since they first came out on August 23, 1991. I have purchased almost all of the cartridges available, but when it comes to sports games there are a lot missing. I have heard that there is an adapter which will let me play the Japanese Super Famicom games on my Super NES. There are a lot more great games out in Japan than here and I just don't want to wait for the games to come out over here. Is there such a device as there is for the Genesis/Mega Drive and PC Engine/TurboGrafx?

Alex Kreit Oakland, CA.



The Bridge is one of the many devices which allow Super Famicom games to be played on the Super NES.

(Ed. There are many such adapters on the market. One is called the Bridge and another is the Kuma Konnector. Any mail order store can get them for you and, depending if they are made of metal or plastic, they could ost from \$20 to \$40. Basically what they do is extend the cartridge input strip from inside the S-NES to above the system.)

#### MEGA CD-ROM PRICE...

I was so excited about the CD-ROM from Sega that I called a mail order store to see if I could order one and he said it was \$499. I was very mad! I thought it would be \$370 (not to blame you at all). I love your magazine but you have to get your prices straight, Is there any way I can get one cheaner?

Matt Hoff Marinette, WI

(Ed. You are right there is a large difterence in the prices. If you lived in Japan you could buy a Mega CD-ROM for \$370. The mail order stores here in the U.S. have to pay shipping, customs etc. and that is why they charge more. Also what if they buy 100 Japanese Mega CD-ROM drives and then find out that they won't play the U.S. discs (as is the cases (as is the cases)

## WHAT FOUL?!



No personal fouls and plenty of excitement highlight this bone-crunching futuristic basketball title! Dodge missiles, saw blades and more as you pound your way through the most intense contact sport ever created.

 Fast one-onone action! Play against the computer or a friend (1 or 2 player).

- Super League Mode! Make your own team by buying and selling players. Up to eight people can play in the same league!
- Battery back-up lets you save your league for future grudge matches!





"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to re-

turn to base and trade for weapons and some equipment

(hmmm, maybe better shields?). I was half

the mission to save the universe. Half thinking about





Darlene-fl, a Denebian clone I'd met last run in.

We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from

A Binary Systems game converted for the Sega'' Genera'' by BlacSky Software. Sega and General are trademarks of Sega Enterprises Ltd.

"This Ain't Kansas And The Alien Off Your **Port Bow** Ain't Dorothy."

jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, Id never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itely trigger finger.

iesides, 1 ve always had an itchy trigger finger Visit your retailer or call 1-800-245-4525 anytime.









ALLS ON DEADED CEDWOL CARD



This month's Game of the Month easily goes to that blue, spike haired hedgehog with an attitude, Sonic! Yes, Sonic the Hedgehog on the Game Gear is the proud recipient of our Game of the Month! Not only is it faithfully reproduced on the Game Gear, but improves on the theme by having more levels and being portable! So, if you own a Game Gear, or are thinking about buying one, you will definitely want to check out Sonic the Hedgehoal



Steve (Mr. Numero Uno) Harris thinks he's got it made now that the Mega CD is here. How about that cool full motion videol



Ed (Soon, Guy) Semrad is gearing up his camera to give you the comntete scoop behind the scenes at the CES! I'm excited.



Martin (Dude) Alessi is still waiting by the mailbox for his SNES speed-up board to arrivel He'll finish Zelda 3 before that!



Sushi (No Nickname) X is shamening his blades for the CES. His sabres will get a workout, especially in the 8-Bit section!



Yes game show fans, Smash T.V. is on the air! Game shows have taken to the more violent side of man! Your human warrior has only his skill and vast amounts of fire power at his disposal! As you fight, you can collect big money and big prizes to increase your winnings! If the action gets too rough, bring in a friend for some awesome two player action! Then prepare to fight the bosses, if you can make it!

This is without a doubt the best arcade to home translation [we over played on a video game system. The graphics, sound effects and especially the horses. there! Sure, there are some changes, but the overall look, feel and control of the game is too notcht. A winning effort that ans of the coin-op should not miss!



Smash TV is one of the best arcade to home translations that the ever seen. The graphics are almost pixel for pixel and the sounds are digitized straight out of the coin-op. The music is all new with some of the original tunes still in tact and the game play is super intense and nonstop. Awesome arcade action!!!

This is definitely one of the most impressive Super NES games available! As a near carbon copy of the coin-op, Smash TV has all of the flair and action of a platinum game. The only thing I miss is the gore from the coig-op Stepping on a mine just isn't as fant Never mind, this is a must for fens of the arcede smash!

R.P.M. RACING Thomo: Rading Available: Feb No. of Levels: NA Meaubits: 8

R.P.M. Racing (Radical Psycho Machines), is a new racing game along the lines of R.C. Pro-Am for the NES. You race a monster truck against three others in a battle to reign supreme! Enter shops after each race to improve your truck with many new items, such as sticky tires, super charged engines, and ultra strong suspension! After finishing a series of races, you move up to a tougher level!

While I give this game high marks for its original execution of the racing" theme, it just doesn't have the play mechanics nor the visual pizzaza needed to make it a winner. This type of needs an allout intensity that tely is mission from RPM Bac Even though the music kicks, the graphics just chop

While this racing game doesn't have a the special effects F-Zero has it still does things thin a very enjoyeble cart. Racing hea head on a split screen is a blast! The competition is intense and even month it is set for the vounger player of witeran racers can still have some fun

Rotation Pleases Martin. Well if you are he Super NES going to make a gam why don't you use. ecial graphics modes? The game is difficult and the car is hard to ca I believe that RPM could have be uch better with some scaling and rotation built in to give it the needed special effects

This is definitely NOT one of the most Impressive Super NES RPM Racing never struck some game to begin w n, so don't go this one. Very looking for high ora few of the Super NES special effects are utilized. It seems F-Zero is the only really cool racing game out there.

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#### Nintendo - Capcom **MEGA MAN 4** Theme: Action Available: Feb. No. of Levels: 18 Megabits: 4



The adventures of Mega Man continue with another exciting sequel. Mega Man 4. However, you will learn much of the Mega Man story in this episode. Mega Man must once again stop the eight evil robots of the maniacal Dr. Wily. After defeating these robots, you must journey through two castles to eventually reach Dr. Wilv. Great graphics and a wide assortment of power-ups make Mega Man 4 a terrific sequel!

While you could say that this game is just another Mega Mana sture, the atte tion to detail that 4 pumping into this series just kee g better. There are new sumrise graphics have reached a new high itte is an 8-Bit sele bet that sh need to both old and new Mega Man fans

Mega Man just keeps on getting better and better. While e ion is virtually identical to the p somehow the game never gets here are a few new twists but it re of the same. n't broke, don't Like the old ada fix it. For some seeing Dr. Wiley again wasn't a surprise!

Our favorite 8-Bit hero is back for another adventure in Nintera d. The graphics are typical Mega le and aren't anything spectaci music is good but gets repetitive quickly. I love the new power the wire arm. However, the gar fun to play, and in the end that's what counts

Capcom definitely has a winner in the Mega man series three titles, I would think that d move on to the Super NES, bu ook a bold step and created anoth NES title! The worst problem with M Man 4 is that and bosses are some of the wespon recycled from the previous games

Nintendo - Konami T.M.N.T. 3 Theme: Action Available: Feb. No. of Levels: 8 Meanhits: 4



Once again, the Turtles have another big mission before them! Manhattan Island has been stolen by the Shredder! To top it off, he has even kidnapped April O'Neil as well! Pick from the famous four and set out to kick some tail! All new moves are here, including some ultra-powerful special attacks! If you are having trouble, invite a friend over to help out! This offers loads of fun in another T M N T adventure!

This latest Turtles' title does pack a punch, but there are n shortcomings. The flicker proble gued the secagain in part ond adventure t three. Overall, he nere is a lot to like in this game ains the action approach of pert New 8 combines it with the adventure of the original

Each version of the Turtles, like Mega Man, seems to get a and better. Until some phenomen rough comes along, the games ched the limits of the old NES a is a way of life er, and more in 2 player gar moves, more va d better control help make this the best turtles yet!

The Turtles are back for their third NES cart. Graphics and improved a as e few new bit end the game p techniques, like the cial attack and ability to throw the e emies over your shoulder. The ga play is extremely repetitive and really has nothing innovative. I'm not too thrilled with this cart.

Turtles 3 is certainly the best Turtles adventure ever! Ta s are better, the control is light yes ead of Turties Wait until you 2, end the game is meet up with Supe redder! The two weaknesses that still exist ere the excessive repetition an goor techniques found in Turtles 2. I want to see Super Turtles 4!

Nintendo - Lucasfilm THE EMPIRE STRIKES BACK Theme: Action Available: Mar. No. of Levels: 6 Megabits: 4



Live the adventure of the Jedi Knights once again with The Empire Strikes Back from Lucasfilm. You have many missions to accomplish, like destroying Darth Vader's probes, destroying At-At's, talking to Yoda, and even facing Darth with only a light saber and your wits to help you! Many animated cinema displays relate the story as you progress. The Empire Strikes Back. appearing in a store not so far away!

While this game does manage to capture the feel and contin the movie on which it is based, n of the set-ups are too complicated o borious for their own good. Instead of a ciating the fine graphics and ohou ame play, the action gets bogglet og n in specific areas and doesn't ever quite get up to speed.

One would expect that these games would have tons on and fight scenes. They don't as cart is more of a maze/puzzle gar ur progress in spots is depende well you can jump from blocketo b and it can get repetitious until verything correctly. Still doesn't have the Lucas touch

This cart has a few new features that the first. The show an improvem are really cool and digitized sound effe there are a variety rent game play scenes. The Snowsc eger scene is my favorite part of the Hey, the people at Cloud City w fully weren't they? Hopefully they'll do Jedi for SNES

Take a moment to visualize this game. It never really takes to irm of a high action video game g k steady RPG. It gets buried som n between and slows down right graphics are ex-8-bit, and the story line is great, the game play leaves something to be desired... fun!



#### Nintenda - Jaleca RAMPART Theme: Strat. Available: Feb. Na. af Levels: 6 Megabits: 2



Strategy game lovers will really appreciate Rampart from Jailaco. Originally in the areades, it has now been translated for the NES. Your objective is to build your castle and fortily it with cannons. After fortification, you will be attacked by enemy ships. Destroy them, and you can expand or rebuild your castle with assorted pieces, but do! I before time runs out! Rampart is definitely a welcome change to NES!

Rampart, based on the cult coin-op, is a cool combination of June Missile Command and your rul of the mill strategy contests. The gard sally heated up in the ercades, when county people played in tandem. Unformately, what was fun to drop a few quarters in accomes repetitive and uninteresting gurse quickless.

Rampart is not a game for the action oriented player even the off there is action on the screen. Rame, it is a strategy game, with each successing level becoming more difficult or raint in your strength and position. This case which makes me think, but it does keep you going.

Surprisingly Rampart is one of the most fun to play NES come five run into in a long time. The surprise prevery good for an 8-Bit conversion and the sounds actually have digitated others that rival the Genesis version. The parts is just really fun to play and have an addicting quality.

to it. Repetition was never this fun.

I'm not impressed with this game. It starts as a really cool game sur-locking of started becomes repetition. Verificially seems to change, and the game secome easy to master in no time. What I needs is more variety with different resist of enemies or of enemies or.

Nintenda - Acclaim WIZARDS AND WARRIORS 3 Theme: Adv. Available: Feb. No. af Levels: NA Megabits: 2



The evil Malkil has returned in

Acclaim's Wizards and Warriors 3. Malkiff's power has increased dramatically since he now controls not only the Broyal Palace, but the cilizars in the quiet town of Piedup. Kuros must find the sacred Mega Gems, as they are his only hope of reaching the Palaos. This time, Kuros can even charge his disguise to sneak past guards and possible lose!

Although the adventure aspects of this series have been explored more thoroughly in part three, my explored more thoroughly in part three, my explored with a big Wizards and Warriors fan, but it hose of you who ere, you will approach the extra detail in graphics end entires and the the takest title has picked up in its evolution.

The Wizards series continues to get longer and harder still each new geme. Those who like of her older versions may not like the RPGste accept that this cart is going in but games evolve and with very few fun que RPGs shound Wizards may have just round a new niche to expend into.

Sequels that don't improve on their predicessors have a history of not doing well. The graphics aren't are good as in 2, and the sounds are nontring to lam through a stereo. The game power of but doesn't keep my interest for long. RPG's with Mario style game, and don't seem to make an outstanding cart.

Wizard and Warriors III could use a little innovative thought. This ser't a sequel, it's a rehash of the same game! A real sequel should incorporate as many new techniques and levels that a blows the last one away. WAWWL uses he same repetitive action end sequels as the previous two, with not enough improvements.

Nintenda - Kanami
MONSTER IN MY POCKET
Theme: Action Available: Feb.
No. of Levels: 7 Megabits: 2



The once famous toy line now has to servery own NFS game! Choose to play the part of a Vampire or Monster and set out to stop the flends that Warlock sent after you! You must journey through the house and find your way to Warlock's lair before he manages to destroy you first However, you aren't helpless. You can perform a double jump over enemies, and you have a flaming punch to blow away your foes!

Strip away the Icense and the overgrown background grephical and you've essentially got your standard castlevania game. The action and overall challenge are not quite as intense, however, which is a disappointment for the but younger players should have a decease one with this well executed like.

Konami is going after the younger audience with this gasture and in the monster, not available in stores, in the box is a good marking approach, but the older player wen't get too excited about it. Definitely on the beginner and es such it is easy as gh with enough variety to keep their interest.

Dumb name, great game. I really like the game play and the for an 8-81 game. There is vice of parallax scrolling and the bost characters take up the entire screen. The game is bit too easy but is well opened and fun all the way through. Amptiant original title that could make a really cool SNAES cart.

The name monster in my pocket is not the best choice. Even Sough The game is a little above average if set is to easy for the serious pleyer. The game is really about a six, but they could have made it more interestingled by the serious pleyer. Not much of a challenge for me as I blow through it in no time.

something

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different game at

#### Genesis - Sega WONDERBOY 5 Theme: Action Available: Feb No. of Levels: NA Megabits: 4



Monster World needs you once again! WonderBoy V continues where the first few left off! The land is being overrun with beasts! Journey through your town and pick up clues from everyone you meet, but some won't be willing to reveal much unless you offer something! Many different magic spells are available to use, as are a wide array of new and powerful weapons to purchase with gold.

Most of you should be familiar with the Wonderboy theme, which is essentially an action variant of Mario and countless other side-scrollers. There's a higher emphasis placed on the battle action and some may think it is everdone, but despite the repetitious nature of play, I was entertained through the early rounds.

The Wonder Boy series always combined the right amount of ac in a quest game making it easy enough for a beginner to get interested vet difficult in the later levels for the more experienced player. Now, spruced up with 16 bit graphics this version is the best in the series. Quite a challenging quest!

I'm not into Wonderboy games and this cart is not that exciting to me. The graphics are cool and the sound is good but the game play is kind of boring and offers very little action. Tjust didn't find this cart exciting enough and I would rather play Super Adventure Island for the SNES. The weapons are neat though.

I really liked Wonder Boy VI It reminds me of games like Y's III. Though targeted at kids. The music is exce flent, and the graphics are really oney and clear. The cartoonish characters are vibrant and col-orful, adding more splendor to the Wonder Boy series, it may not be the best RPG or action title, but it is consistent.

#### Genesis - Arena **BACK TO THE FUTURE 3** Theme: Action Available: Now No. of Levels: 4 Megabits: 4



Marty McFly is on a mission to save Doc from the evil bad guy Buford "Mad Dog" Tannen, When Doc arrived in 1885, Mad Dog has been gunning to get Doc. Marty must set out and save Doc before it's too late. There are four different scenes to accomplish: The Buckboard Chase, Shooting Gallery, Pie Throwing and a final pie throwing stage to finally overthrow Mad Dog. Relive the excitement with Arenal

This game tries to capture the "magic" of the movie, white delive solid action. In the end, it fails at ho ough the pace of play does match the execution of the different so poor that I really found little continuing my quest. Nice graphics come levels, but much too little overall.

This cart needs work. There isn't enough action and the garner leaves a lot to be desired. The ga n't seem to be directed at a specific roup so I can't say it would be beor the younger players While resemble the graphics are very movie, and some well done, it doesn't come through

Back to the Future 3 should on back to programmers. The bics look good but that's only when the me is paused. The animation is cho and the sounds are definitely substan d. This is one cart which is mission boat entirely. There was no fon at when I played through it.

Back to the Future 3 is a disappointme from start to finish! The character control is so homble, scales that should be simrating! The graphple become overly fruit ics are good in certal anas, poor in others. What I really want is a RPG encompassing all 3 moves, including cool driving sequences where you travel in time.

#### Genesis - Arena BATTLEMASTER Theme: RPG



Battlemaster is a fantasy arcade adventure set in a world of myth and feudal strife. The land is in ruins. and isolated villages, towns and casties are divided by areas of chaotic monster-infested wilderness. Your task is to restore order by conquering the four kingdoms and handing their crowns to the Watcher. Battlemaster features an overhead display, many monsters to attack and a long guest to keep you involved

I guess I'm out of touch with whatever this cart is trying to be White I think it is a strategy-oriented RPG, the overwhelming number of tasks that must be attended to does little more than slow the pace of the "action" to a crant losteed of finding fun in the interaction and play, all I discovered was boredom. Nice try

Granted RPG's tend to move slower and die-hard players say a pives them time to think out the next unfortunately I affirstment and I couldn't find the speed could just barely move along. I normally like a good challenge but this was one of the first games of geve up on. While the challenge is there, it moves to slow

If I had actually bought this cart with hard earned money I would really feel disap-pointed. A 16-Bit same should have good music but this graphics and interest cart can't keep up will 8-Bit game. It looks like they've seen more time on the art then on the came. Battle Master loses in my book

Another disappointment from the programmers at Arens This would be a great game, but I become extremely disgruntled when my party fails to keep up with me and get lost. The game play is merely average, as well as the music, but the fun meter just about hits bottom. This game needs more consistency and excitement.



it's the 18th hole. Had Open Tournament. Sixty of the best golders in the countriare gathered in one place to decide who will walk away with the Grand Prize trophy. You're 2 under par, tield for IRIS: This 2250 op util is all that stands between you and glory. A hust falls over the gallery... you check the lie of the green... measure your strole... address the hall.

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  - Hole in One Golf!









## Genesis - Sega CALIFORNIA GAMES Theme: Sports Available: Feb. No. of Levels: 5 Megabits: 4



Ine popular cuir classes, Californias (Games, has found a new home on the Genesis. Originally released on the Genesis. Originally released on the C84 and Atari Lynx, it has been enhanced for the Genesis. Play through five of the best events. Originally for the best events. Originally found through the original form of the best events sufficiently in the players can compete alternately in the games for added enjoyment! Great graphics and sound make Calif. Games a cart to check out!

Very rarely do multi-event games work for me and this is a printe scample. Although the individual event are entertaining, the cohesive threads nat sould have made this play like a real game are missing. Basically you play adobt event until you get tired of it. Waiss that may appeal to some, I like more depth in my game.

This game is OK for somebody who has never played a version of this. Unfortunately, it's been around a long, and no company has bottlered to change or at least, enhance the cart, that it still looks like the ancient leasuring game. I would have hoped for sometiming fresh, with new ideas to some oid soorts.

This is what happens when you try to take a computer game and but it on a video game system. The granics are very good but the game stay is extremely choppy and difficult to control. The games may look as the better but they aren't any fun because you can play them.

Heyl It you really want to play California Games and have far aggest you go out and get the Atin, you version! This game just doesn't smaller well on the big machines. It refinite the of the vain attempt to put Boxase on the Genesis when it belonges on the Gamesis when it is not gather than the Gamesis when it is not gather than the Gamesia only average here.

#### TurboGrafx-16 - NEC DARKWING DUCK Theme: Action Available: Feb. No. of Levels: 5 Megabits: 4



Darkwing Duck, Disney's newest hero, is here, and he is out to stop the forces of F.O.W.L., a newly organized crime coulti. Take on the leaders: Tuskerinni, Megavolt, Moliarity and Steelbeak in each of their homelands. Darkwing must collect puzzle picest to solve the F.O.W.L. mystery. Collect power-ups and eggs to roplenish you r strength. Darkwing Duck will be available in February.

Derkwing Duck brings together most of the elements that we coen before in popular action/adview. as its Mario and Sonic. But instead of conding an atmosphere of intensity she building upon the options to enhance the sign mechanics, Darkwing Duck has set to sleep with a lack of intensition and challenge.

Perhaps the younger age group mike like this geme but it is unless because the player control is not arcaive and leads to a lot of mistakes, feet all outside have not happened. A be some writing action would go a long ways to make this an enjoyable cart. The correct is good, it's just theil in every out off the ground,

This game is missing a lot. This goose was cooked before he like to to the Turbo. The cooket thing he game is the magnifying glass on the user select. The graphics are choppy and the play control really needs worth. If you are going to make a game bases are popular character at least make it playable.

I think Darkwing Duck should stick to cartoons. This game is a low from the game play offers no explan are no ingentify, and no fun. Struggling brough Darkwing Duck was good for one bing, however, I managed to break or Justration time record of all time. They game is not very well done.

## GameBoy - Jaleco Q-BERT Theme: Action Available: Feb.



Q-Bert is back and he's straight from the acrades to the portable screen. That pyramid hopper has got his job cut out for him! Jump from cube to cube and change each top to all the same color. Even Q-Bert's arch enemy, Colly, is back for his sweet revenge. Of course, if things get out of control, Q-Bert can always jump on a sucuer and be returned to the top! For great fun, try Q-Bert on your GameBoy

As a fen of the classic coin-op, I was pleasantly surprised by the foredible rendering of OPEL throat of simply recreating the original plan for pixel, they've added new characters and new patterns to O'Bert's block, and so, There are problems with identifier or characters as well es difficulty in higher levels, but it's still sold.

Now this is a game that is furil Jaleon has really got the on-short infactor control down perfect. In other yes folions! would find myself making upps that I didn't want to do because if the necessary diagonal movement. In this copy the control is perfect sowing me to concentrate on the game.

liked the coin-op alot when it came out but thet was then and the is black and white. The game plus as K but gets kind of difficult when you have multiple shades of grey to change. Sum of the characters are too simile, and if hard to determine the enemies and the good guys. Old games should be better in 1992.

Remember when C-Bert was a Saturday morning carbon? The for us from that era remember the societiment C-Bert raised at the areas as the Left face it. This guy is just of an out. The play mechanics are unclaimed to earn, and the level of change is ever-increasing. Too bed if recision on the Game Boy.



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# GameBoy - Mindscape PAPERBOY 2 Theme: Adria Aveillable: Feb. No. of Levels: 7 Megablist: 1

The average paperboy never hald is otugil? Paperboy 2 from Mindscape is now available for your GameBoy! Choose from either a paperboy or papergif and deliver your papers! Watch out for the various obstacles along the way, like times, cars, gargoyles, and dogs. Pick up more papers to finish your route and then head into the obstacle course to rack up more points in this great areader translation!

Although this game is not as ambitious as the expanded Super AES version, I think it works better because of its simplicity. Don't get me wrong, it is a good representation of Paperbay, but there are a few drawbacks that unfortunately can't be avoided on the same farmeBoy screen. A nice game that should appeal to fains.

Paperboy is a great game for the younger player. Breaking windows and other nasty deeds are always fur things to do, as long as its on a video game. Decent control, and just a lot of fun. It's a great no-brainer cart for those days when you want to play games but don want to think. Better than average.

I never liked PaperBoy much but it's not the worst game eround. The graphics are good and the game plays is decent. The black and white graphies don't do anything for me. The screen is too small and the game is just a title repetitive for a portable cart. It you ke Paperboy and have a GameBoy it is a good translation.

Paperboy is one of those arcade classics that never seems to fundate very well. Game Boy Paperboy 2 expands on the original, but bombs on the graphics. The blurring effect of the Came Boy destroys the game play, though it has good control. If it were the same game on the NES, if would rate a 7. Retire the BAW, "tio Ni".

Game Gear - Segu SONIC THE HEDGEHOG Theme: Artion Available: Feb. No. of Levels: 15+ Megabitis: 2



the evil Dr. Robotnik, and free your

through a lush lungle, a bridge zone,

and even a warshin! Sonic for Game

captured forest buddles! Journey

Gear is a game to look for!

This is probably one of the best Game Geer games to date. It a very similar to the 8-Bit version of Sonic which is very similar to the 16-Bit version of Sonic. But many Sonic tans many that the new dangers and overal and entire sample of pace and a welcome semi-semiel to the Genesis original.

Game gear cartridges don't come any bettert Sonic for the 6 this every bit as much fun as it's sig brother. The levels are challenging and if you thought Sonic moved fast on the Genesis, wait till you see him on the GG Op term of special note...Isten to the Saga' intro. The voice is better than most Genesis carts!

Sonc is the best Game Gear game that I've ever seen. The grounds are spectacular with vivid colors and prest animation. The sounds are equally impressive and they've even ten the "SEGA" voice at the intro. The game play is excellent and there are many improvements and game play techniques.

This is an awesome translation to the 8-bit Sega machined I<sub>2</sub>-would appear this will go the same road as Casile of Illusion, adding new levels and challenges to the original 16-bit smash! Even if you own the 16-bit version, I recommend the 8-bit wonder wholeheapstyl I can't wait to see an 8-bit To-Jam & Earli

tynx - Aturi
XYBOTS
Thomes Atlien Available: Feb.
No. of Levels: NA Megabits: 2

Destroy and armada of alien intruders in Xybots for the Alarl Lynx. These aliens have taken over a space station and it's up to you to clean up! Travel around and waste anything that moves! Find coins to purchase better weapons and equipment from the vending machines. If you find the mission is too difficult alone, hook up the Coml. Lynx for some interstellar two player fun. Xybots will arrive in February!

This is a very good version of Xybots, but I have to start this review by saying I was never really impressed by Xybots in the areade. As far as the Lynx translation goes, the graphies are one, the interaction is good an

Xybots is one of those OK type games. There is nothing specifically about it, but on the other hand mere is nothing bad about it either. With somewhat better than average graphics with is is a good cart to buy especially considering the other Lyxx games out there. Packer good solid action for docent entertainment.

Sorry, but I don't like Xybots for any system. The game has interesting aspects to it but I get tired of running around in a maze and shooting rather quickly. The graphics are good and the sounds is beter than average but the game play is far too repetitive to sopp my interest long. Not one of my favorite Lyra, carls.

I must give credit where credit is due. Unlike my peers, I the focusity enjoyed the coin-op and had/a first playing with a friend! This is not used year typical runand-shoot. You must use caution and strategy to continue on to the next level. Anyway, the translation is nearly perfect except for the non-national invatick.

### **Master the Islands!**



Princess Tina is lost and only Master Higgins can find her Go brashiri on your sketeboard or ride powerful dinosaur steeds as you search through 8 wild and steeds as you search through 8 wild support spiders, spitting cobras and a host of guardian monsters that are just waiting for an intruder to snack our Take off on the adventure of a lifetime in these actionpacked games for the NES and Game Boyl

- Crack open hidden eggs for a massive bonus or super shortcut!
- Spectacular graphics and excellent game play highlight the action!



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#### **GENESIS**

Corporation

Devillah Sonos Creation - Artson

Double Dragon

Renovation - RPG Marble Madnesa Electronic Arts - Puzzle

Star Odyssey Sages Creation - RPG Virgin - Action

Test Drive 2 Accolade - Simulation

Renovation - Action

Night Creatures NEC - Action

NEC CD-Bom - Action

### LYNX

Atan - RPG

#### GAME GEAR Bertin Watt Kaneko - Puzzk

Chasa HQ Taito - Action

### MASTER SYSTEM

No Gamas This Month

M=0 G=0





...Atari Jaguar Transforms Into A Bird...Sega Rides High On The 16-Bit Wave...Game Gear Master Converter ...Contra 4 Is Actually Contra 3 For The SNES...Sega Mega CD Support...New Nintendo Mario Adventure...

... Moving over to the Sega camp, where truly manuscring Christmas sales have enabled the "We're close but always scoot" garning corp. to pull ahead and absolutely demolish Nirefact, -even with no Pepilocol tei-mid. The Quartermann gives Sega is big thurbes up to the steps they've taken to become the leaders of 16-St as second the mail order houses for the past couple of morths. Now Sega themselves will sty to site the existing library of 3-Stit titles and pull pein into your GG... The incredible new Contra 4 for the Super NES is really not going to be Contra 4 at all That's because Contra 4 in owo Contra 3, when tough with the release of Contra 6 roots at 10 and 10

... In other Mega CD news, a flurry of American companies seem to be making mows to join their Japanese course in the support and development of osfts for the new Seag super system. Some of these names are runned to include ICOM Simulations, Reactor, Sierra and more! The Q-Mann would have to say that it is saill easy to see who will rise be the occasion on this new Maga platform, but with some of the full-screen, full-motion video that the one and only has already seen, (if asy the chances for some top-notoh softs are great indeed... One of the bigger manes that's unmored to be getting thot the Maga CD, at least in Japan, is now other than Koramil Their first entry is runned to be Gradius, but whether or not the game makes it to American shores is still up in the air."

...Here's the rumor of the new year. 'Minendo is rumored to be working on yet another Mario adverture. The specifics of his Mort tible, however, are different since it will also mark the return of one of the little capaniertype dude's oldest enemies - Donkey Kong! A 16-Bit update of the original quarter chomper, replete with new scenes and better graphics is rumored to be on the way for release sometime in 1992. Sounds like the type of game the Super NES was designed to make famous... Could Sega be working on a Super Game Module that allow the Genesis to do even more incredible things? If lately our first...

...That wraps it up for this thrilling installment of the Quatermann show. If Ib e waiting for the Mac-Maris letters to reinforce my inflated ego as well as provide you with the total behind the scenes scoops of the 1992 Consumer Electronics Show in the next issue! Until that time, remember that old pizza is bad for the health and I am the waits.

- OUARTERMANN



# THE GREATEST PLAY IN FOOTBALL HISTORY.

Brace yourself for the brand new version of the game awarded Genesis "Game of the Year" by Game Player's. John Madden Football" '92. It doesn't get

John Madden Football "92. It doesn't get any tougher than this.

Madden '92 delivers the most guts in football. Twenty-eight

plus a new All-Madden squad. The latest plays schemes, and formations including the Bun and Shoot.

Run and Shoot,
a fistful of new like Tuf Bronco and Hail Mary.



And the tough got even tougher in Macden 92 Now your competition adjusts to your playcalling. Call a play once too of then, and youl jet planted in the turf. Permanently. Its the most intense bootball action you can get. And action always speaks louder than works.

So Madden '92 is flat-out the most realistic game this side of Sunday afternoon.



eets for the first minute, 75 cents for each min nefter. Be sone to got your persons permission to the Retine II you are ender 18 yours of ago Messames cultivet to dessaw without writers. Each team roster is packed with 35 men, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.



Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more







The EASN half-time

show has state high.

lights from other

games, and no

Watch the momentum shift after the hardest-hitting play in football, the of quarterback sneak to the hospital.

Instant replay gives you the ultimate payback hit.

This season's a lot tougher Call a play once too often and you'll get planted in the turf

EASN gives you better coverage than a nickel defense. The latest sack dance. Touchdown boogies. Injuries. Penalties. The gamesavers. The goats, Close-ups that zoom right in on critical first down . measurements. Every boo.

cheer, or gasp from the crowd. All the details and grit of the sport itself.

Any play can be instantly replayed. So you can analyze blown assignments in slo-mo or frame by frame. After every drive, Madden delivers stats and summaries.

Quit talking and get a real piece of the action. Visit your local EA dealer or order by phone any time (800) 245-4525. And make Madden '92 your number one pick:

ELECTRONIC ARTS

CIRCLE #111 ON READER SERVICE CARD

# SEGA ADDS PROTECTION CIRCUITRY TO GENESIS AND U.S. MEGA CD-ROM

Without a lot of fanfare and press announcements (none, in fact), Sega has very quietly changed the circuitry of the motherboard in it's new Genesis systems.

The editors at EGM noted this change when the new systems came out late last summer. These systems are easily identified because the change occurred when Sega switched the pack-in cartridge from the old Altered Beast game to the newer, more popular, Sonic the Hedgehog soft.

At that time, when questioned, sources at Sega stated that the change was made as a cost saving procedure. By reducing the circuity on the motherboard, production costs would be less. That sounded good, and Sega then passed the cost savings on to the game players by reducing the price of the system to \$149.

A few weeks passed and letters and calls started corning in to EGM from players complaining that some of the unificensed Sega games would not play on the new 'Sonic' Genesis systems. The game Onstaught by Accolede (a company not iscensed by Sega) along with a few other very old cartridges, were not work in addition, now, whenever a game was inserted in the 'Sonic' agame was inserted in the 'Sonic'

PRODUCED BY OR UNDER LICENSE FROM SEGA ENTERPRISES LTD.

If you get this screen when you turn on your Genesis system, it has the protection circuitry built in.

Electronic Gaming Monthly





Genesis' (top) has been condensed from the older 'Altered Beast' Genesis (bottom) but it now Includes protection circuitry.

Genesis systems a new screen would appear before the familiar Sega logo screen. This screen says "Produced by or under license from Sega Enterprises Ltd."

The plot thickens. In November, Sega filled a trademark lawsuit against Accolade, and in December Accolade filled a counter-suit. In this lawsuit, the fact came out that Sega did more than consolidate the circuitry when they made the motherboard change.

Sega, of course has the right to do whatever it deems necessary to maintain the integrity and high quality of the products which use it's system, and this circuitry change is a wise move on Sega's part. But, even with this change, the new Accolade games, as well as the Appanese carts still work on the new 'Sonic' Genesis systems, and all is well....'or is it?' Now it's late December and the Mega Drive Moga CO-ROM is out in the stores in Japan. World Net's outroes have sent us a Japanese production Mega CD-ROM so we calon is from the prototype. To our surprise, the new 'Sonic' Genesia system, when connected to the Japanese Mega CD-ROM, would'n world The old 'Alternd Baset' Genesia worked fine (in or protection clicum).

Next EGM contacted Sega of America and spokesperson, Mr. Al Nilsen, confirmed that the U.S. Mega CD-ROM discs will NOT play in either the Japanese or European Mega CD-ROM systems. World Net<sup>TM</sup> sources close to Sega

of Europa and Sega of Janan have confirmed that Sega has a double system of hardware hardware and softwarehardware and softwarehardware protection crizically built into the Mega CD-ROM operating system chips. In addition, every game CD will also have a special program encoded on them to recognize and lock out CD-ROM systems from other countries! While the Alfored Beast Cenerals'-Japanese ware copy protection, it will not gap past the softwarehardware protection coming on the U.S. discs.

Bottom line, don't buy the Japanese Mega CD-ROM as it will NOT play the upcoming U.S. CDs...



out, there will be protection circuitry built in the operating system chip!



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# 'GAME GENIE' CLONE OUT FOR GENESIS!! NEC MERGES WITH HUDSON, BRINGS TURBO DUO TO U.S.!! GET NES GAMES ON ELOPDY DISK EOR YOUR IRM!!

It had to happen. With Camerica and Galoob beating Nintendo in court to make the Game Genie legal in North America, the doors were thrown wide open to all types of new program altering accessories. It didn't take the code-crackers low either, as the first Game Genie done is now available through mall order companies.

This accessory is called the Action Replay from Datel Electronics in England (Note: this product should not to be confused with the Game Action Replay from STD Entertainment here in the U.S.

The AR works in a similar manner to the Game Genie. Shaped exactly like a Genesis cartridge, the AR plugs into the cartridge slot of the Genesis. The game you want to play then plugs into the AR. When you turn on the system you get a new screen where you enter the passwords. This is done by using the control pad to cycle through the laters. When done you fip the switch the name.

The instruction book ligh passwords for 30 popular Japanese, European and U.S. Genesis/Mega Drive games, included are Took Moonwalker, Batman and Reafle Moonwalker, Batman and Reafle Sabut S60. Unforturately, at the present time, getting code updates is difficult. Bottom line, save your money for the Genesis Game Gerie.



Called the Action Replay, this Genesis 'Game Genie' clone allows you to type in passcodes that make you invincible, start at any level or do new tricks!

At the Winter Consumer Electronics Show NEC Technologies announced that they have entered into a joint venture with Hudson Soft Co., Ltd. The new company name is Turbo Technologies and effective April 1, 1922 all TurboGraft-16 video game products will be developed and marketed by the new Los Angeles-based corporation.

NEC has been running third in the 16 bit game machine race and never could recover from problems that date back to its original marketing strategy. While the reduction of the game systems price to 599 last summer sparked some new interest, analysis state lark it was just too lest assumer sparked some new interest, analysis state lark it was just too lest assafe and it wasn't enough incentive to convert the players who were waiting for the Super KES. Now, what software glant Hudson calling the shots, purpose to new Turbo will state, purpose to new Turbo will see the summer shots and the summer shots are sufficient to the summer should be sufficient to the summer shots and the summer shots are sufficient to the summer should be summer should be sufficient to the summer should be summer should be summer should be summer should be sufficient to the summer should be summer should be

EGM has learned that a new company - Multix Inc. of Dallas TX. has just created a game card that plugs into any empty slot on any IBM computer. This game card allows one person to play Nintendo games on a TV while another person runs application programs on the computer.



#### The Multix Game Card will duplicate the functions of the NES. NES disks will sell for \$5. The game card performs the same

functions as the NES but the major difference is that the NES games will be on floppy disk. Multix will transfer the games to disk thereby assuring that the copy will maintain the same high quality as the original cart. By being on floppy disk, Multix states that the games could sell in the \$5 to \$15 names.

The Multix Game Card will cost about \$90 and it will plug into any IBM computer. It will hold programs up to 2 megabits and can be upgraded to handle the new 4 megabit games. Multix is negotiating rights to use some of the older NES titles from companies such as Sony imagesoft, Acadiam and Asmik.



this screen then flip the switch to modify the game program!



to the U.S. in August with the 4 TV Sports games as the pack-in disc.

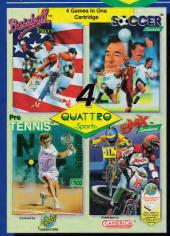


being played from floppy discs through an IBM computer!

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# WORLD CHAMPION

← Quattro Sports is great value and fun. Four exciting games all on one cartridge. My favourite is Baseball – I can choose from sixteen teams, use player stats, throw fast balls, slow balls, even curves. Let's play ball! 99 The Quattro Series

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# Hey doggers! Gamedoggers! Skate into Electronics Boutique, the Low Price Paradise!



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SimCity Super N.E.S. \$53.77





# INTERNATIONAL CUTLOCK

#### Kemco / Super Famicom PHALANX



One of the newest shooters to reach the Super Famicom is entitled Phalanx. Spetial features include the many uses of the Super Famicom's Mode 7 canabilities. The enemy fighters scale in and out of the multi-colored backgrounds, while a destroyed ship will rotate in all directions after being obliterated! Many weapon possibilities are here as well! Before the initial game begins, you may choose from a wide assortment of power ups to use in your conquest to save the Earth! Phalanx may reach American shores by the middle of the vearl



Watch for flying space stations that get in your way!



Day or night, the enemy keeps on coming!

















The second generation of Super Famicom shooters will make extensive use of the Mode 7 capabilities. Check out the detailed backgrounds and huge bosses!

# **SHOOT TO TH**



A new force has risen and Hart finds himself plunged into a conspiracy of terror!



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## Telenet / Mega Drive CD-ROM COSMIC STORIES

Cosmic Fighter is a shooter of epic proportions! While not only containing beautifully drawn and animated cinema displays, this game is also one of the more intense shooters available! You have been supplied with most advanced fighter in the solar system and it is your job to vaporize an entire armada of alien attackers. A phenomenal game for the Mega CD-ROM.









Choose from

these two

characters

#### Bandai / Super Famicom DRAGON BALL

Dragon Ball is a new fighting game for owners of the Super Famicom. Choose from two different heroes; a green mutant. or a heroic human! Battle huge creatures across the land as you journey to defeat the ultimate evill Pull up the statistic screen and check your health and weapons. Dragon Ball is now available in Japan and could reach America later this year!









Cinema displays help to unrayel the story.

## Atlus / Super Famicom **METAL JACK**

In the future, there is only one true protector of peace. Metal Jack! Armed with a variety of weapons. Metal Jack must rid the once peaceful land of the invading evill The bosses you encounter at the end of each level are difficult to defeat. It will take all of your skill as a crime fighter to wipe out evil, and restore peace and prosperity to your city! Available soon from









# IT'S ULTIMATE BASKETBALL!

Trash all those other basketball cartridges! ULTIMATE BASKETBALL\* captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points. Want close ups? Go for the slam or a 3-pointer and let the

full-screen animation blow vou away! When your men start

to drag, you can substitute some fresh blood It's all iam packed into one NES cartridge, pro-basketball at your fingertips!



Zoom into the action







See your shots-up close and personal



You control full court movement



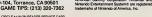
Pick your starting line-up



Team up with a friend against the computer







Owners of the Super Famicom will soon have another fighting game to add to their collection! Rushing Beat takes on the likeness of Street Fighter 2, but has the scrolling adventure scenes like Final Fight! The on-screen characters are huge and animate very smoothly. Lots of moves are available, and the enemies are tough! This one qualit to give Street Fighter 2 some strong competition. It is scheduled to be available in mid 1992 in Japan!

#### Jaleco / Super Famicom RUSHING REAT



Check out these fightina moves Only SF 2 has more punches and kicks!



Athena / Super Famicom S.T.G.







STG is another vertical scrolling, overhead view addition to the growing ranks of Super Famicom shooters. As done in the Gradius series, from the opening screen, you choose which weapons you would like to purchase. After that, head out to some serious battles for humanity. Fly you'r souped-up fighter through the scenarios and blast away all who oppose you! Team up with a buddy for some great 2 player cooperative action! Available in May for the Super Famicom!

The popular arcade game, Mercs was translated for the

Genesis. Now, there is a version in the works for the Master System. Unfortunately, it is being done in Europe and probably won't make it over here. All the action and intensity has remained true to the arcade original with little compromise in the scaling down to the 8 bitter.

up your weapons to enormous proportions, and defeat the marauding enemy army. Mercs will be available in July for Mas-

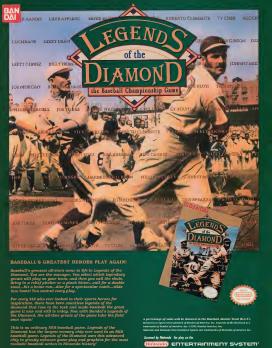
#### Sega / Sega Master System MERCS















### Sega / Mega Drive **TURBO OUTRUN**

Yes racing fans. Turbo Outrun is now available for the Mega Drivel In this exact arcade translation, you must race across the country in a Ferrari Testarossa and attempt to place first But watch out for the cops, they rarely like high speed racers and are waiting for you. For some added speed, hit your turbo to launch you to maximum speed. Turbo Outrun is available now in Japan and will arrive in the





### Capcom / Super Famicom **FINAL FIGHT GUY**

U.S. later this year.

Welcome fighting fans to another edition of Final Fight! This time, Guy has joined the party, but Cody decided to take a little breather! In Final Fight -'Guy, the levels that were left out of the original are now in this outrageous Super Famicom cart. It isn't scheduled to come to the U.S









Cody's OK but due to the outcry of thousands of players, Capcom of Japan will bring out a limited production, special edition of



Play the part of the infamous ruler, Nobunaga, in Nobunaga's Ambition for the Mega Drive, This version returns you to 16th century Japan to fulfill the great emperor's dream - to stop the bloody conflict between the warring states of his country. Now that it is 16-bit, everything has been enhanced. A great RPG for the Mega Drive!

#### Koei / Mega Drive **NORUNAGA'S AMBITION**





Yet another Nintendo licensee starts making Sega carts!



Sixteen-bit quality shows up in the detailed action scenes of this classic simulation!

# ULTRAMAN



Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...ULTRAMAN!! Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.

- Detailed 16-bit graphic
- •Realistic sound effects
- Dymanic action
   Monstrous creatures



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ity	State
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Nintendo





This new shooter for the PC Engine CD-ROM is fantastic from beginning to end. The graphics are top note had the music is superbl Hop in your advanced space fighter and blow the advancing alien race back in their own solar system. Choose from an assortment of weepons to help out. Serious intense action and cool music compliment this dise!



# Telenet / PC Engine CD-ROM<sup>2</sup> PSYCHIC STORM









# Take on this hideous thing at the end of Stage 1

#### BESSERVISE LIBERATURES F K-5274 LB SL SEBLISE VISIO BLACTS &

GPX is a new racing game from the folks at Takara. You are a race driver in the future piloting a futuristic race car. There are many different tracks to choose from, as well as different drivers. GPX will arrive In mid Mav!

## Takara / Super Famicom GPX







In this opic role-playing adventure, you play the part of a lone warrior sent by his King to rid the neighborn his king to rid the neighborn his king to rid the releight. This RPG features superth detail in the graphics, and an excellent sound-track to add to the overall feeling of the game. Similar in concept to Dungeon Master with it is first percenting macro of dungeonal This new adventure will reach the American public later in 1992!

# Hal / Super Famicom CARD MASTER





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GENESIS

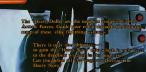
# HEAVY











Available December 1991

SEGA

Amazingly Exciting

Can you become the Heavy Noval, the strongest fighter in this whole mi

CIPCLE #175 ON READER SERVICE CARD

Lord of the Rising Sun is a new CD-ROM RPG that players will be wishing for. Not only does this game have a huge quest to solve, but each mission has several lengthy intermission to boot. These give a feeling for what lies ahead! Your objective is to take over and rule all provinces of Japan. This is not an easy task, but

it is your mission! A
musical score that sounds
like true oriental music
really adds to this fantastic RPG. Watch for a
near simultaneous
release here in the
States by NEC for our
Turbografx CD-ROM
system.

# Victor Musical Ind. / PC Engine CD-ROM LORD OF THE RISING SUN









Since this is a CD game the music is rich and there are numerous soundtracks throughout the quest. The voices will be done by actors and should sound real!







Similar in play to Devil's Crush, this new pinbal game for the Super Famicom is a feast for the eyes! The board actually comes alive to wreak havec on your playing ball. But this is more than a pinball game. You must actually fight bosses to go to the next round, intense action and a rockin' soundrack compliment this fantastic game!

### Yutaka / Super Famicom SUPER PINBALL







The GameBoy could certainly stick around for awhite with great action games like this. Become a commando and the become a commando and the count an alien size force before out an alien size force before out an alien size force before interes weapons are awailable to use. The bosses are tough, but you must take them out if want to succeed. It still is not determined whether or not this game will make it to the shores, but it would make a great additional to the shores. It is not should make a great additional to the shores of GameBoy library!

# Jaleco / GameBoy MERCENARY BATTLEFIELD



Take on this boss at the end of Stage 1









# . . . . . . . . . . .



Alisia Dragoon (M/D)



Axelay (SFC)



Bad Omen (M/D)



Browning (SCD)





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Wide Gear Lens ..

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TRA Valis Fantasm Soldier (M/D) Marci Feb YAA









# LIGHTNIN





CREATE ORDER FROM CHAOS!



ActRaiser! Awesome arcade-style graphics backed by monster symphony sound. So you think you've seen all the action! We'll see, hotshot. Finish out U.S. 16-bit blockbuster before 1992. We've drawn a line in the dirt, dare va to cross it!



ENIX AMERICA

SUPER NINTENDO

# STRIKES res

or Just Rule It

ORAGO DOR COR IN

Dragon Warrior III. We make the challenge. You make the choice. Caution. Only the most skilled will be able to resist asking for parental assistance. If you think RPG means Radical Playin' Game, this one's for you.

ENTERTRINMENT

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CIRCLE #172 ON READER SERVICE CARD.



# REXT WAVE

#### **NEW SOFT NEWS**

It's show time! By the time you read this the Winter Consumer Electronics Show will be history. Over the past few months we have given you a preview of some of the great softs we weather the concessor. Of counterers and the temporary of counterers at lot of companies keep their peat of of companies keep their peat of referrings under wraps till the show but that's no problem as our staff will be there in force with our cameras to shoot everything in sight for the March issue!

Just in, Sega has slipped a couple of new carts into their winter line up including a new baseball sequel and a new action game called Kid Chameleon. Konami gave EGM a peek at Turtles 4 for the Super NES and they have a new game in the works that will be based on the new Batman movie. They have it for the S-NES, NES and Game-Boy. Sega has it locked up for the Genesis. Accolade is moving into the S-NES arena with a second Turrican game and a conversion of the popular computer game Test Drive 2. For the Genesis they snatched up Double Dragon and Super Off Road! Absolute has been burning the midnight oil with Super Battletank and Tennis will be out for the Super NES, Also on Absolute's calender are Race America and Battletank 2 for the 8-Bit machines. Computer player Spectrum Holobyte is set to enter the 16-Bit wars with Star Trek: The Next Generation for S-NES. Watch for pictures of these and many more surprises in the next issue of EGM!

## NCAA BASKETBALL

Hal America / Super NES

Bisketball games have typically not been to exciting, but Hall America has the perfect solution; NCAA Basketball Not only dose this have intense basketball action, but if fully stillises the scaling and rotation found in the Super NESI For example, when the players run around, the court rotates with you for a really duzying effect. Also, when the ball is passed, the court scales to keep up with the ball Hoppfully NCAA Basketball will make it out this Sorinq!

















# **Real World** Adventure.





PC Version #EGA Color \*Ad-Lib Sound Board Sno Mouse Support

NES Version 45 Meg Cartridge \*125K RAM Battery Rack-Ho Enhanced Microchip For Rette

High seas adventure and intrigue will guide you through this newest role-playing game from Koei. As a young Portuguese captain in 16th century Europe, you must rescue damsels in distress, accumulate massive amounts of wealth, and restore your family honor. As your sailing skill increases, others seek you out for more important and dangerous missions. Explore UNCHARTED WATERS, you'll discover a motley crew of thugs, villains and scallywags in some of the world's most exotic ports. Your greatest adventure will be to rescue the King's beautiful daughter. Scceed, and his Royal Highness will reward you handsomely!

The battlefield becomes your passport to adventure and world domination as you assume the role of Napoleon Bonaparte. With the French revolution over, you must first gain control of France and than use your new power to conquer all of Europe. You must rule with fairness and diplomacy if you are to continue to'build the empire you desire. As you become Master of those around you, men fall to their demise by your command and citizens flock to your side as you charge into battle. For, to play L'EMPEREUR, it is not enough to win a battle, you must also win the war!

# L'EMPEREUR



PC Version +6403 EGA Cold Mayes Sepont





## WE SUPPLY THE PAST, YOU MAKE THE HISTORY

















Three Kingdoms

Phree Knoders II

Nobuscoo's Ambition

Neburgoo's Arbition II

Gerohis Whon

Bondit Knes (V Accrest Chos







KOEI CORPORATION One Bay Plaza, Suite 540 1350 Bayshore Highway, Burlingame, CA 94010 (415)348-0500 Nintendo, Nintendo Entertainment System and the official seal are the trademarks of Nintendo of America, Inc. All games are available for Nintendo Entertainment System™, PC compatible computers, Amiga and Macintosh. CIRCLE #166 ON READER SERVICE CARD.

# SPANKY'S QUEST

Spanky's Quest is a new adventure game for the Super NES. Spanky must travel through many stages collecting keys to travel further into the journey! Along the way. Spanky can destroy enemies by using his bubble attack that has five stages of power. There is a total of 5 different stages for Spanky to conquer, with many smaller levels in between! Spanky's Quest may look like a kiddie game, but it will challenge even the most demanding players! Spanky's Quest is more fun than a



boss, a killer Apple!













enough keys, you exit to the next levell















# **DUNGEON MASTER**

One of the most popular games in Japan is going to be brought over to the States by JVC. In Dungeon Master you must make your way through endless hallways. nacked with some of the most hideous monsters ever conceived. The game is set in a first-person 'through your eyes' perspective and the mazes of dungeon corridors are huge! In concept, DM is similar to many of the other dungeon type games but by being an 8 meg S-NES super cart it has superb graphics and smooth enemy animation.







There are many traps awaiting you, like pitfalls and disappearing stairs!







shows all

items that

sioni



get inl





Electro Brain sends the hottest new video games to ever sear through your screen. Month efter month, more mind-charging voltage in high quality gaming. Electro Brain electrifies!

# ELECTRO SRAIN!

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APAN SWEDEN CENTER BLDG. / 6119 ROPPONGEMINATO-KU / TOKYO 106 JAPAN / TELEPHONE (03) 405-6106 / FAX (03) 402-2157

#### NOLAN RYAN BASEBALL

Nolan Rvan Baseball is making a hit wherever it goes! While it may look like a standard fare baseball game, it definitely is not! You may watch a series of cinema displays before the game. and while the graphics through out the game look cartoony, it's game play is top notch!























#### KINGS QUEST V Konami / Nintendo

There is an evil wizard. Mordack, that vaporized your castle for no apparent reason. You. King Graham, must find Mordack and retrieve your castle and family. For help you have Cedric, a wise owl, to give assistance, as well as Crispin, a wizard who can help you in tough situations. Kings Quest V will keep you busy for guite a while, and a battery back up will definitely help. Look for it to come out this Spring













bear, or else...

#### CAPTAIN AMERICA Data East / Nintendo

Everyone's favorite comic book hero is now a video game. Captain America is here and he is better than ever! You control Captain America on a mission to stop The Mandarin and his reign of terror. With many offensive weapons to use, such as your shield and your punches you bravely take on the enemy. A very nice feature is the ability to have a two-player simultaneous battle with a friend! Cantain America should make it to the stores this Spring











hold many

items!



The map charts your progress



#### ATOMIC RUNNER

Data East / Genesis STAGE 1

Data Fast has created Atomic Runner for the Genesis, You play a cyborg that constantly runs! Your only protection is your blaster and your powerful lumping ability. Take on huge bosses at the end of each stage and continue you journey until you have defeated the ultimate boss! Look familiar, it was Chelnov in the arrades!



You receive power ups from these spiders!

fire in

directions

iumpina!

eight

while









Don't get touched by an enemy, or you'll ant stunned)



You have the option of flipping over an enemy!











SUPER MONACO GP II



# EGM EXCLUSIVE!

Racing fans, have we got a game for you! Avrton Senna's Super Monago GP II is here and is it fantastic! If you thought Super Monaco GP was great. this version will certainly change your mind! All of the F-1 tracks are here, as well as some new ones, including Avrton Senna's nersonal track! Three different transmission choices are available, and some highly digitized graphics throughout! Super Monaco GP II will come racing into your home by mid Aprill









Highly detailed digi tized graphics fill the screen throughout the game









# Beast Wrestler.

# WHEN THESE MONSTERS CLASH THE EARTH TREMBLES

Scientists of the future have developed the ultimate in sports combatants-the Beast Wrestlers Control your choice of man-made giants in matches that pit fang vs. claw and armor vs. fur! Train your behemoth in combat tactics and supply it with the latest in wrestling weaponry before taking on the veteran monsters

It's a no-holds-barred battle quest as you strive to defeat fellow mutations in the wildest event ever held in an arena! Crush all contenders on your way to the International title of Supreme Beast Wrestler!

- # Pick from a variety of weird and powerful Super Beasts
- \* Dethrone the domestic champion to go after World-Ranked players.
- # 1 or 2-Player blockbusting action!
- # 8 Meg Power!



#### ALISIA DRAGOON Sena / Genesis

Alisia Dragoon is Sega's newest action game available for the Genesis! You play the part of Alisia and you must destroy the evil beings infesting your land. Shoot lasers from your hands to wipe them out! Featuring some of the best graphics and animation yet, this 8 meg wonder is on



























#### WARRIOR OF ROME II Bignet / Genesis

Continuing in the great tradition of Warrior of Rome, this second part is even better with spectacular 3-D graphics and more detailed battle scenes! You are Julius Caesar and you must protect your land from the invading armies. Use











simulation for the Genesis!

The entire overview of Caesar's lands. You must maintain control at all costs!



You build new fortresses and command centers from this screen!



Warrior

# THE ULTIMATE STRATEGY SIMULATION GAME IS YOURS TO EXPERIENCE!



















Gaya, king of the Dark World, summoned five of his loval subjects - a fierce warlock, a sorcerer with healing powers, an evil wizard, Nechromensa the master of chaos and confusion, and Samona, who possesses power over all good and evil subjects. Gaya looked over his five masters of magic and spoke: "The time has come to choose a new king, but only one of you will reign. You will use your magical powers to create fighting monsters and ultimately you will live or die. Whoever remains will conquer and inherit my kingdom. Though you may win or lose, each of you must fight to the end to be worthy of ruling my kingdom."

After Gaya spoke, he pointed to a door behind the five masters of marie. "On the other side of the door. I have created a world of the Master of Monsters," roared King Gaya. "Go and fight to your victory







#### SOL-FEACE

#### Renovation / Genesis

The great shooter, Sol-feace, for the Mega CD-ROM is now being converted to a cartridge! All of the great action is here, but the great sounding CD music had to go. Many power ups are available and the levels will challenge any shooter fan! Sol-feace will arrive in May!













The action is as Intense as any Genesis shooter to date! The bosses are huge, merciless and well animated Find their weak point and you will be victorious!





#### **NIGHT CREATURES** NEC / TurboGrafx-16

What do you do when a bat slashes your neck, you become a night creature! However, since you are still half human, all the monsters are trying to kill you. Pick up an axe to chop your opponents, or simply run away from them! Night Creatures is a terrific action game for the TurboGrafx!



Use the hatchet to chop the enemiest





and slashes your neck, causing you to become a night creature!





The disastrous results when you lose your life in your quest!

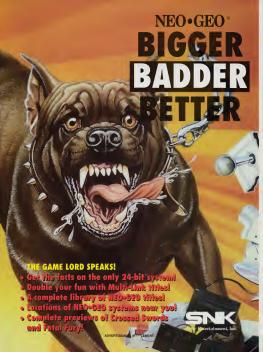




Pick up the stars to replenish your health!



This werewolf is a deadly foe!





The ultimate question for any megagamer... "what is the most advanced home system on the market?" I would like to settle this once and for all! Take a look at the facts...

Everyone seems to be talking about the new 32-bit processor and the 4-bit system. The 32-bit processor is not exactly new and the 64-bit system is yet to be seen. It has been said many times that to release a true bite 32-bit processor to a NTSC standard television (regular relevision) would be a waste of time and a waste of money. They would literally have to include a special month.

with all 32-bit and 64-bit systems (e. PM-Town 32-bit system and you you've for the search of you you've for the search of you you've for the search of you ThAMBEST, Wo, and NEO-GED, you have for the search of you can more than the NEO-GED you make no you have for the you make no you have for the you you have for the you've for the you you have for the you've for the you have for the you in higher than the reactions raise.

CD-RCM is the "wave of the future." Although this technology may be something to get excited about, it has yet to be perfected for video game use. The access time or lag time is the downfall of the CD

Nintendo and Sega are both currently in the process of developing CD-ROM for the their 16-bit systems. Nintendo will have two different CD-ROM systems and they won't even be compatible with one another. The Sega CD-ROM is planned for release sometime in the future. Even with the new 16-bit processor, the

# NEO-GEO HEREARETHE FACTS

STATS	NEO•GEO	GENESIS	Super NES	Megadrive CD-ROM	32-bit
Processor	68000+z80a	68000	65816 Custom	MC68000	Possible
Processor					
Speed	12.5 mHz	7.6 mHz	3.58 mHz	12.5 mHz	32-bit
Sound					
Channels	15	10	8	18 (10 + 8)	Computer
Colors				, ,	
Displayed	4096	64	256	64	Systems
Colors					,
Available	65.536	512	32.768	512	
Maximum			,		
Sprites	380	80	128	80	
Sprite					
Size	16 x 512	32 x 64	64 x 64	Unlimited	
Retail					
Price	\$649	\$149	\$199	\$149+\$500=\$649	\$5 per k

ROM. Soga entrusiants boast the CD memory capabilities. WOWII INOREDIBLE BIG DEAL? It takes them close to a year to program a 4-m gabb game. How long will it take only the companies of the NEC-VGEO; 4.098 simultaneously despityed colors, 300 Sprites, and full-screen multi-layers.

while loading) is like an eternity of waiting compared with NEO\*GEO's zero access time. Unlike Sega and Nintendo, we don't make you buy add-ons to get quality games. They have come to the edge of their limit and to try and compete with NEO\*GEO would mean buying yet continue set in the control of the control of the positive set in the control of the positive set in the control of the positive set in the control of the mention set in the positive set in positive po

65,536 colors, 4,096 simultaneously displayed at one time, 15 stereo sound tracks, 380 sprites and multilayer screen. All this, instantaneous memory access, omni-directional scrolling and rotation, enlarging shrinking.

faste and scaling! This entire 330 MEG package of owner comes in one complete set and you will never have to buy add one or an emotion to compete with the other guys. For the record, what is the most advanced video game system in the world?" NEO-GEO, a protessional arcade yetem with the same handware found in our No. 1 shelling Middle-Good you game a A fined and world yet world and you will be safely Middle-Good you will be safely middle-good yet the world you will be safely middle-good yet the safely middle-good yet the yet you will be safely will be safely middle-good yet you will be safely will be safely middle-good yet you will be safely will be safely middle-good yet you will be safely you will be safely safely will be safely safely will be safely safely safely will be safely s



To put it in words... to write it down... that is walking on hallowed ground, but it is my duty. I am the Game Lord and one of my specialities is to say things that cause havoc, debates, and arguments. In the last episode of TGLS, I made a statement about our memory capability and it has gotten blown way out of proportion! Michael Baldeon informed me that people on Worldnet and Prodigy were debating that issue. and I can honestly say that half of them didn't believe the Immortal Game Lord. It's really quite shocking, but it doesn't matter because NEO•GEO obviously has the best graphics and sound of all systems, Crossed Swords (50 MEGs) is visually one of the strongest games around.

Any computer artist or programmer can tell you we don't cut any comer when it comes down to it.



One question that many people ask me. Will NEO-GEO come out with a Handheld?\* SNK will not release a portable system like NEO+GEO Advanced Home Entertainment System. You see, when a video game company starts making handhelds, that means they have to split up the work force. Instead of having the whole Research and Development staff working just on their home system and developing more games for it, some of the programmers have to develop handheld software. When our competitors release an 8-bit system, 16-bit system, CD-ROM, and a handheld, and have to write software for each system, it could get ugly This is not the style of NEO+GEO. therefore, we will not release a handheld. Our 12 third party companies and SNK's 300 programmers strong Research and Development staff will never worry about handhelds and can concentrate on the only professional video game system on Earth.

How many times do you hear Nintendo or Sepa claiming areade quality graphica? What happens when you buy their game and the graphics (the sound is even worse) are not sound is even worse) are not sound is even worse) are read to you tired of it air? Finally, one system with everything you want from a video game system. the NEC-GEO is here. The only true professional areade hardware and software. Sounds like is could be an advertisement, don't you think?

People think that Chad and I downplay the Sega and Nintendo, but don't get us wrong, we like Sega and Nintendo. See for yourselves, though, because when you want the best game system in the world, Quality is what you expect... and get from SNK, Home Entertainment, Inc.

#### CROSSED SWORDS



#### MAGICIAN LORD



#### FATAL FURY





# THE MULTI-LINK **FEATURE**

One thing that the Handhelds have that most home video game systems lack is what we call the Multi-link feature. A feature first seen on computers and in arcades. The Multi-link is the ability to connect two or more complete NEO•GEO systems together. Both systems run parallel and each player is playing interactively in the game NEO+GEO Multi-link cartridges have a port where the Multi-link cable is plugged into and instead of making you buy a special cable from SNK, you can use a

#### RIDING HERO



42 MEGs



#### NO MATTER HOW YOU ADD IT UP.



## = TWICE THE FUN!

standard phono-jack to phonoiack connection cable for the Multi-link cable Multi-link will add new dimensions to gaming and bring a

whole new meaning to the words, "2-player simultaneous game play." In the arcades. games like Cyberball 2072, Final Lap. Cadash. Steel Talons, and Chicago's battletech center have incorporated the Multi-link feature into their games. Cyberball 2072 shows how we can make a football game (vertical scrolling) that hides plays, always gives us a good perspective (I hate playing defense going down the screen), and is the best four player football game ever. The other games show that simulator racing, helicopter, Mechwarrior, and let plane games can only be played (more than 1 player simultaneous) with a Multi-link action. Our Biding Hero (42 MEGs) is a great example of this. Although League Bowling's (26 MEGs) Multi-link is purely used for 4-player simultaneous play, at

least everyone knows that we The NEO+GEO Advanced Home Entertainment System has 330 MEG capability, 380 sprites (16x512), and the processor speed of 12.5 megahertz. This means that because of our huge

have that capability.

memory capacity, we will have Multi-link games with play fields as large as life. You can also be sure that because of our processor speed and number of sprites, our 4-player simultaneous games won't flicker and slow down as much as the other guys. All in all, with the power of the NEO+GEO and Multi-link capability, the future can only look bright for the only true professional video game system, NEO+GEO is the Beal Deal

#### LEAGUE BOWLING



26 MEGs







ORBIN TOTAL COMMON PROPERTY OF THE PROPERTY OF

26 MEG 4 PLAYER MULTI

Engantaling in the Control of the Co

DUT COMBAT Bull need sharper reflexes than a samurai warrior to survive reventiess res from Identification MEDICEO

2 PLAYER MULTI

Treacherous mountain curves and ocean streight-aways dure you to bet your money on either the GrandPrix, Role-money on either the GrandPrix.

Playing or Multi-Link modes.

1 PLAYER

Punch, kick, and stab your way through Punch, No. 910 state your way through terrorists who have taken over a high rise and threaten to destroy your city. Real in-your-face action

55 MEG 2 PLAYER SIMUL

You're a thing oce on a secret mission. route a typing sold on a secret mission.
The skies and are titled with enemies.
Keep your finger on the triggler because in the action gets pretty flerce.

2 PLAYER SIMUL

Real voice announcers and umpires calls for 20 teams in the best baseball game you'll ever experience

2 PLAYER SIMUL

The super computer controlling thousands of berserk anythids has taken over the lituristic space colony. Your mission: To destroy Cyber-Lip.

2 PLAYER SIMUL



55 MEG 2 PLAYER SIMUL

Miles OF THE MONSTERS before. It's a battle of the baddest schill monsters ever. Destroy cities while you destroy each other

55 MEG

Two modern samurel wemons join toxos to stop

the evil we noved who's trying to take over the world. Use speciel powers as you encounter ent forces from the past present, and trause.

2 PLAYER

He runs as last as kentring. The eighth super robot, Super 8-Man, is here to save the world

16 MEG

2 PLAYER Conquer beasts of exil in victous battles

to find the 8 sealed books of wisdom, all while changing your identity

46 MEG 2 PLAYER SIMUL

2020 SUPER DASEBALL Futuristic robotic baseball. Choose from over 15 teams to play against a triend or in tournements State of the art greatnes, with instant replays. close-ups, and real voice commentalists

GE MEG 2 PLAYER SIMUL Robotic action, 2-player simultaneous, The evil

Dr. J. deales an army of robots. The Govern-U. J. Creates an attry of robots, The content ment aerd out a special task force known as Probo Army to destroy the evil enemies.

PLAYER

Only you can guide Blue through these unusual towns, by jumping and gathering more power to make it to the next level.

Enter the streets of a crime-ridden city. as street gangs, martial artists, and your own triends keep you slugging for dear

PLAYER

See-thru 1st person sword fighting game. Super powered knight warriors battle their way through Medieval times.

# THE



# FOOTBALL FRENZY Football action like you've never Put

seen before! Zoom in on blitz plays. Choose from over 10 different teams to play one-on-one or in tournaments. 2-player simultaneous.



#### THRASH RALLY

Put the pedal to the metal and burn rubber in 8 different cars, trucks, and motorcycles in this overhead perspective racing bonanza. Multi-Link capability.



# FATAL FURY Competition fighting with the ability

to fight each other or 1-player against the computer. Travel to different cities to fight the best street martial artists in an attempt to make it to Geese to fight THE BEST OF THE BEST. 2-player simultaneous.



#### SOCCER BRAWL

Futuristic robotic soccer game. Choose from over 10 different teams, with the ability to play oneon-one or in tournaments. 2-player simultaneous.



#### LAST RESORT

Horizontal shooter. Aliens invade the world and you are called in on a mission to destroy them. You control the space fighters through treacherous war zones to protect the world. 2-player simultaneous.



#### MUTATION NATION

Action punch 'n kick game. A mad scientist carries out deadly experiment with genetic chemicals. The 2 heroes set out to destroy ghastly 'mutated' enemies. 2-player simultaneous.

# Real Arcade Games from NEO•GEO

# MORETO COME

**EVEN IN THE** ARCADES, SNK IS KING OF THE MONSTERS!

**BASERALL STARS PROFESSIONAL II** This is baseball at its finest. All the features of our original version and more. Play in leagues and tournaments.

#### best video software\* MODEL/MANUFACTURER RATING DIST.

#### KING OF THE MONSTERS II

New Sci-fi monsters, new fighting arenas and killer voice sound. This will be the definite summer block-

buster game!

ART OF EIGHTING You'll never play a fighting game

like this. This will be the number one action fighting game of all time! 2-player simultaneous.

6. Ghost Pilots 2. Basebal Stars Professional 7. King of the Monste 3. NAM-1976 8. Crossed Swords 4. Senpoku 9. 2020 Baseball

5. Blue's Journey 10. Ninja Combat

9.53 90% 1. STREET FIGHTER II [H] (Capcom) (8) 2. WRESTLEFEST (HI (Technos) (2) 8.93 63% 3. SUPER BASEBALL 2020 [S] (SNK) (2) 29% 4. EIGHTMAN (SI (SNK) (1) 8.20 5% 5. KARATE BLAZERS [H] (McO'River) (1) 8.17 6% 6. CLUTCH HITTER [H] (Sega) (6) 7.85 37% 7. VENDETTA [H] (Konami) (2) 7.68 21% 8. CROSSED SWORDS [S] (SNK) (3) 7.64 9 BURNING FIGHT [S] (SNK) (5) 7.53 10. SENGOKU ISI (SNK) (8) 7.51 11, HIGH IMPACT (H) (Williams) (9) 7.49 56% 12. BLUE'S JOURNEY [S] (SNK) (5) 7.33 11% 7.18 13. FINAL FIGHT [H] (Capcom) (21) 88% 14. KING OF THE MONSTERS (S) (SNK) (7) 7.08 50% 15. GUN FORCE [H] (Irem) (6) 7.00 22% 16. RAIDEN IVI (Fabtek) (15) 6 98 46% 17. OFFROAD TRAKPAK [R] (Leland) (18) 6.91 43% 18. MVP [H] (Sega) (14) 6.71 27% 19. NINJA COMBAT [S] (SNK) (13) 6.49 20, VIOLENCE FIGHT [H] (Taito) (17) 20% 6.48

[H] horizontal [V] vertical [R] retrofit (S) system

\* November 1991 Replay Magazine

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One thousand years ago, the evil of the man Nausizz devastated the land of Belgana, but fell into a deep, dark, sleep. During his timely slumber, the mage Katasis built a powerful kngdom by uniting several countries in the near vicinity.

Suddenly, a huge castle rose in the Krugia Mountain after only one night. Nausizz had awakened, and his appetite for evil was large. The valiant knights of Angster had no special skills with which to battle against the magical evil of Nausizz and his enthralls.

Eventually, two brave knights, Edmond and Richard stepped forward and set out to destroy Nausizz once and for all. These two heroes have special magic and attacks that match their pure intentions and good will. When Nausizz kidnaps the fair princess Clore, their hearts are filled with a rage that cannot be denied. Help them banish the evil in Belcanal



In the first area, you learn of the treacherous wrong-doings of the Nausizz armies.



bring a friend! Dab Gobrins are around every turn.



Journey to the Tower of Matius to thwart the demons flocking there. Your task becomes much harder now, but the rewards are great!



Many of your enemies reappea in stronger, faster, more intelligent versions. You will need to use all of your skills to survive.



Buy new weaponry from Raoster. The elusive Scarecrow sword holds a mystery.



Each new weapon has a better magical power and more attack strength. Some magics are defensive, while other are offense.



PUTTER RAT This is the weakest enemy you'll face in the battlefield.



GREEN KNIGHT The Green Knight is strong, but slow enough to spar with.



DRAGON WORM Use your Berserker Rage against this fiery demon.



PUTTER RAT N Putter Rat II is far more powerful than it's cousin.



RED KNIGHT The Red Knight is faster than his evil creen cousin.



RED WORM The Red Worm has



DAR GORRIN Dab Gobrins infest Belkana with their ul intentions.



**GREEN FLYER** He is a winged version of the Green Knight. and little faster:



even worse breath than its heather DEMON GOAT The Demon Gost cannot be hurt while he soins.



DAR GORRIN II Dab Gobrin II is a faster version of evil and chaos.



RED ELVER This fiving knight is as strong as he is fast. Magic helps here.



DRAGONELY The sting of the Dragon Fly is deadly. Block low.















IIP+A+B

The first special attack consists of mystical charging of your life force, which is then transferred into your weapon and released toward your opponent. Since this attack shoots at enemies in the background as well as in the foreground, it can provide a powerful ace in the hole against certain area bosses. This uses life points. unfortunately.



A+R

The second special attack is certainly the most devestating! In certain cases, you can wipe out the entire life bar of your opponent! When you press A and B simultaneously, you will use your fierce training as a knight and slice your opponent to ribbons in a flurry of slash-attacks. This wears you out a little, but it can prove invaluable in battle.



DOWN+A+B

The last special attack is a powerful burst of purity that comes straight from your soul. This flash of goodness weakens evil creatures, and in some cases, destroys them entirely. This special attack can be vital in close one-on-one encounters with the enemy. It will not damage far away enemies, but it will knock back even the strongest foe.

# 7151 - 71624 -

In any sport or competitive event, being the best is the highest honor to achieve. But, the road to being the best can be "Fatal." Jeff Bogard was the reputed best in street fighting and was a threat to evil men like Geese Howard, To control Southtown, Geese kills Jeff and no one was left to oppose him. Ten years later Jeff's sons. Terry and Andy Bogard set out to avenge their father's death. Howard's control has grown so big that the only way to get to Geese is to compete in the King of Fighters Tournament.

Choose between three characters on your way to Geese, Joe Higashi uses Taiboxing martial arts and is fast with his kick. Terry Bogard trained on the streets and developed his own street fighting style. Andy Bogard, younger brother of Terry, uses karate and has the easiest special attacks. Each character has more than 4 special moves each included with the standard kicking and punching attacks. Play against a friend or play 2 against the computer and fight each other.

Fatal Fury, King of Fighters is one-on-one competition fighting at its best. Superb graphics, fluid animation, and a NEO-GEO quality soundrack make this the greatest home game ever! This game will definitely be talked about for years, and because of the two player competition, and because of the two player competition, and because of the two player competition, and because of the work of the superburghest played the player of the superburghest player of the superburghest player of the superburghest players of his magnitude get dubbed. The Game Lord's Pick of the Monal?





Pee Pee Cofe Take on Richard Myer, whose last feet will keep you on your toes. Sound Reach



Michael Max is ready and waiting with his deadly Tornado Punch! Haward Areso





West Subwey
Duck King has a
ball attack that can
send you llying! He
is easy to throw.

The Happy Park













Boos Rounds Test your linger speed and stamina with a quick game of arm wrestling!

#### TERRY BOGARD

Terry Bogard, oldest son of champion stre fighter Jeff Bogard, took to the streets after his father's murder. There,



ing, despite the

hopeless odds.

#### LIGHTNING FIST



h excellent results.

SCREWDRIVER J A A

The Screwdriver works wonders on a stunned opponent. It is powerful but has little reach.

#### NAPALM PUNCH $\lambda \rightarrow \Delta$

This punch lines the ground with fire to toast your foe.

# FLASH KICK

∠ ← K B The Flash Kick does incredible damage to anyone foolish enough to jump into it.

## ANDY BOGARD

Andy Bogart was very young at the time of his father's death, but he began to study the martial arts immedi-

eled by revenge. He met up with a small Japanese martial artist who defeated him in competition. He learned that size is not important and

began training with

his new instructor.

## ACROBAT KICK

Andy's Kick is easy

to execute and does tons of damage

FLBOW SMASH V 7 A The Elbow Smash works well against many enemies who hat

# FORCE WAVE

Force Wave will cre ate an energy ball.

## WINDMILL PUNCH $A \times A \rightarrow A$

Like Terry's Flash Kick, the Windmill Punch is powerful, but as a small range

#### JOE HIGASHI

Joe Higashi knows the brothers' pain, and as their best friend, he is determined to put an end to the mad-

> ness once and for all. He has trained his mind and spirit feverishly for the upcoming war, and nothing will stand in his way. He fights for the honor of avenging Jeff Bogard's needless mur-

## you away. ROCKET KICK

> → 7 B The Rocket Kick is a

devestating blow to your opponents.

#### DRAGON PUNCH

A rapidly This is a mul-

tiple punch combo that destroys enemies who like to block punches.

# CYCLONE PUNCH

 $L \searrow \rightarrow Z A$ The Cyclone Punch nacks a wallop! Only use it on slow enemies

#### FLAME KICK ✓ 7 B

The Flame works just like Terry's Lightning Fist, but does more damage to the enemies.

# CCESSORIES



The original NEO+GEO BIGGER, BADDER, BETTER
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This ain't Pong or Pac Man. NEO+GEO's highly sophisticated electronics bring the technical

superiority of 24-bit, real arcade graphics right into your home!

State-of-the-art, 4-dimensional 65,000 dazzling colors

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characters come screaming right in your face, enhanced by more than

15 tracks of stereo sound (including 7 dedicated to real voice speech!) will rock you to the bone

> You can become a cunning super spy. A bad ass bazooka-wielding madman. A major league home-run hitting hero. Or just about anything imaginable!

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big boys.

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#### WORLD CIRCUIT SERIES Konami / GameBoy

Hop in your F-1 racer and take on the best racers in the world in World Circuit Series by Konami. Choose new parts to improve your racer and set out to win! Watch out for the opponents as they will do anything to win!



Great overhead view and good handling!







**TINY TOONS** 

Konami / GameBoy











dreamal









#### TOP GUN Konami / GameBoy

Take to the skies in an F-14 Tomcat in Top Gun for the GameBoy. Blow the enemy planes out of the air with your heat seeking missiles and machine guns, Top Gun will be available in April for your GameBoy.

> 20 HEAT SEEKING ORMAL CONTROLS













#### MISSILE COMMAND Accolade / GameBoy

The Earth is under attack from an alien race and it's up to you and your missile bases to stop them! Target your cross hairs on the missiles and fire away! Old arcade hits don't fade away they come back as GameBoy carts!













CIRCLE #113 ON READER SERVICE CARD.

# Nintendo GAMEBOY. Nintendo GAME BOY. KUNG FU You'll Love These Smash Hits! Two of Irem's most popular arcade hits are now available for Game Boy. With visual punch and exciting Redmond, WA 98052 action you've come to expect from Irem. ©1990 Irom America Corp. TH and © are trademarks of Irom. Nurtendo, Nantendo



REDIBLY D IT'S SCARY!

ur hands on the thing in the rse to 3-D action.

all-grabbing enomenal sound.

realistic

ought by the evil Bydo Empire. With

16-Bit graphics and

R-Type, coming to your





Inem America Corporatio 8335 154th Avenue N E. Redmond, WA 98052 **IREM AMERICA CORP** 

CIRCLE #158 ON READER SERVICE CARD

# TRICKS OF THE TRADE

# TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

# CASTLEVANIA 4 (Konami/Super NES)

Secret Passcodes - These are best for reaching all of the levels and for the final boss, Draculal

2ND QUEST LEVEL 2

LEVEL 7 LEVEL 8

Be sure you do NOT enter any name on the password screen. The symbols go in the boxes in

LEVEL 3

LEVEL 4

LEVEL 9

LEVEL 9

LEVEL A

the following order.

Whip your way through all of the levels in this intense game!

LEVEL 5 LEVEL 6

LEVEL B

LAST LEVEL

#### LEMMINGS

(Sunsoft/Super NES)
option and put in these codes
so you can advance to higher
levels. More to come next

issuel

TAYING

Awesome Passwords - Here are quite a few codes to keep you busy with this addicting gamel Go to the password

TRICKY FUN LEVEL 1. HCNUPDR KORIHCI IHCAHOG LEVEL 2. AORVEKII TERUKAY UKORADE LEVEL 3. MIIKASSI LEVEL 4. HADONIIR LEVEL 5. USIAZNO AYSUUYN LEVEL 6 SINEMAT HRIAGNII LEVEL 7. URERUZU KOABENA KAHIIKAK HINELION I EVEL 8. LEVEL 9. IEKOZIO FUKUTAD LEVEL 10. SOUKANO UUYSSIE

URIHOAN IHSOWUY
AKIKNEG PNATTEP
NAHCNAG ANIIARA
ONAKASO TTATAAG
OISNEDN IJUKARA
ASURIISN KATIOSI

MAYHEM

ONAKASO TTATAAG
OISNEDN IJUKARA
ASURUSN KATUOSI
NISUKAY NIHSETI
INIAKES USAGAKA
NUFOGET NOHOYIA
IURAARA TUMENES



Fun with whole Flintstone family

Plenty of prehistoric pals and funny foes

Surprising new friends in the future











Turn your watch back a few million years and join the whole Flintstone family in prehistoric pandemonium. A visitor from the future has taken Dino and Hoppy, Fred and

Barney's pets, for his prehistoric zoo. You have to help Fred get them back and restore happiness to Bedrock.

You must journey through Bedrock

ou must journey through begrock collecting pieces to build a time machine. Watch out though, primitive foes will cause many woes! Bikeman, Frankenstone, King Snake, and Saber Tiger are just a few of the unfriendly obstacles you and Fred will have to outsmart and outwit. Take advice from

your friends in Bedrock too! They can provide helpful hints and key clues.

provide relptul mints and key clues.
Well, you'd better get moving. You still
have to figure out how you're gonna use
Fred's one-on-one basketball skills, build
that dran time machine, rescue your beloved
nets, and much.

wow! You're gonna be awfully busy.

awnuly busy.

Don't worry though; this comical adventure
and Fred's encouraging "YABBA DABBA

DOO!" " will leave you in stone-age stitches.

T/AITO

into Britando and Nintendo Entertainment System are trademarks of Nintendo of America Inc. O1991 All Rights
Reserved.

CIRCLE #161 ON READER SERVICE CARD.

#### VIKING CHILD

(Atari/Lvnx)

Level Codes - If you are having a difficult time with the levels in this adventure, these codes will allow you to begin deeper into the game. Choose the option that says, "Enter Code" and put in the

password that corresponds to the level where you would like to begin.

> Dan Gilardoni San Jose, CA







Level 3 Level 5 **OMEGAMAN** PATRICIA

Level 7 REDDWARF

#### RVGAR (Atari/Lvnx)

Floating Shield Trick - At any point in the game, throw the shield, and while it is moving. press Option 1 and Pause at the same time to restart the game. When you start the next game. the shield will float in midair and stay in front of you. After you fire the shield again, it will return to normal. Although this cannot be used as a method of attack, it

is a cool glitch to see.

Aaron Epstien Rochester, NY



#### BATMAN: RETURN OF THE JOKER (Sunsoft/Nintendo) codes to make things quite a bit

Level Codes - Are you having trouble getting past the Joker's





Level 2-1 MDRR





easier. Just choose the password ontion and enter these codes









Level 3-2











# **ATTENTION!**

NINTENDO FOOTBALL GAME PLAYERS



WITHOUT THIS LOGO, YOU CAN'T HAVE REAL PLAYERS.



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AGE



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18005 S. Adria Maru Lane Carson, CA 90746

CIRCLE #123 ON BEADER SERVICE CARD

#### JOHN MADDEN '92 (Electronic Arts/Genesis)

Final Game Code - Here is a code to get you past the season and playoff games and go right to the final game. With this code you will play as Chicago against Buffalo. Put in this code on the password screen when you continue the playoffs.

> Phillip Kondos Chicago, IL

#### B3FM8FB5





#### SUPER E.D.F.

(Jaleco/Super NES)

Weird Scrolling Title - Plug in the second controller. Before you turn on your Super NES, hold the second control pad in the UP position and hold START at the same time. You will see the title scroll in a different manner than normal



#### CASTLEVANIA 4 (Konami/Super NES)

Hidden Rooms - There are three hidden rooms within the fourth Castlevania adventure, Once you get to these rooms, you will be



LEVEL 3-1



taken to a section that has a massive amount of power-ups. The pictures below show the sections and how to get to them.



LEVEL 6-2



Break this block in the floor and climb down the stairs

Get powered up in these secret mome of fortunal



I EVEL 9-2



As you step on the block, you will be taken to this screen

# NEW FOR GAME BOY



#### O BOWL

Based on the famous arcade and NES games. Now you can take the super action of Tecmo Bowl with you, anywhere!

Whether you're playing against the computer, or a friend with the "Game Link™" cable, Tecmo Bowl gives you the same award winning football action as the NES version.

#### FEATURES: 1 or 2 Players

- 12 Pro teams
- Run plays/Pass plays
  Coach mode (You call the plays)
- Password continuation
  Real team players
- 11 Week season
- Cinema screens
   Password compatible with the Nes Tecmo Bowl

#### FEATURES:

#### ■ Single player action ■ Superior graphics

- Special power-ups
- Hidden ninja life force
   New ninja skills
- Challenging new "Bosses"

## NINJA GAIDEN SHADOW

Now for your Game Boyl Fight with the all new Ninja Galden "Shadow" through his awesome new

adventure, in the future."

Collect the secret minip power-ups to gain energy and ninja life froct. Use the new ninja "Ninchakur" Rope and the "Art of the Fire Wheel" to defeat your enemies. Use your proven minip skills, and techniques to fight your power have the week week.

ECMOCALE TECHNOLOGY

# and Bosses.



# NINJA GAIDEN III \*Thrilling new cinema screens

Follow the story Ryu's epic adventure through TECMO's movie-like cinema screen animation. As you complete each level, a new part of the story unfolds. \*Exciting new power and weapons

Over the years Ninja Ryus fighting skills have improved to include fantastic new powers and weapons.





\*Action packed Ninja adventure
Can you get Ryu through his most
challenging last adventure, as he battles
the hideous ancient forces of darkness
to save manking?

#### FEATURES:

Game continue mode

5 Special weapons

6 Power-ups
New cinema screens

8 New "Bosses"
New action techniques

THE ULTIMATE NINJA CHALLENGE



#### SUPER MARIO BROS.

(Nintendo/NES) passcodes and get ready to try some crazy levels! Practice with dif-

Game Genie Codes - Here are some great codes that will bring new life to your old Super Mario Brothers game. You must have a Game Genie unit to make these codes work. Enter the following

TELLEY - Mario falls up. PGAFTT - Shadow Mario GGAEXP - Striped board.

Here are some strange levels!

PGAOKK, SGAOKK, SAGOOK, TAKOKK, AGIOPK



ferent letter combinations as you may stumble onto a new code!





Send it in and get a free game! Revnard Moore Duluth, MN





#### SUPER MARIO BROS. (Nintendo/NES)

Game Genie Code - Here is another code specifically for Game Genie owners. Enter the password: POFISA Now. when Mario runs into enemies, he will be powered-up and get 1000 pts. per enemy hit! Brett Logsdon

Eureka, IL

Duluth, MN



## NINJA GAIDEN

(Nintendo/NES)

Game Genie Password - Start off with 13 men in this classic game. You must have a Game Genie for this trick to work. Enter the code: IAUVLIZE Now, you have a good head start on the enemy! Revnard Moore



#### SUPER MARIO BROS. 3

(Nintendo/NES)

Game Genie Code - Have you ever seen floating goombas? Well, this code, specifically for the Game Genie, makes your enemies appear at least one inch off of the ground. Just enter six I's on the screen.

Password: IIIIII





# This game really

deliversi it's the most fun you can have on a bike!





# RBI 3





Superb graphics and action! All 25 Pro Teams! Real 1990 Stats! Plus Division Champs from '83-'89!

# PIT-FIGHTER

Digitized graphics of live action for the meanest, nastlest, handto-hand combat!





a Cop Liamed in rc. All option resource

#### CASTLEVANIA A

(Konami/Super NES)

Invisible Staircase - On the level right before Dracula, there is a staircase leading into his domain. There is also a massive drop from the platform into the depths of the unknown. Luckily, things are not what they seem. If you take a large jump off the edge of the platform (shown in the pictures), you will find yourself on an invisible

ledge that will lead down some stairs going to the left. Go as far as you can to the left and power-ups will fall in large quantities. Collect 99 hearts, a triple boomerang and the best whip. Be careful of falling off the edge when going back, and get ready to face Dracula!



#### SUPER E.D.F. (Jaleco/Super NES)

Invincibility Code - Now there is a way to become invulnerable to enemy fire in this hot shooter. At any point during game play, put the game on pause by pressing START. Now press

these buttons in this order: A, B, X. Y. L. R. UP. DOWN, LEFT and RIGHT. Now, when you begin playing again, your ship will be invincible.

Note: You will have to put this code in each time you start a new level



Pause the game at any point.



Enter the code and the game will start again.



This time you will be immune to all enemy firepower!

#### WIN A FREE GAME FROM EGM!!

We want you to play like a wisers, and we are rootly to pay fifthe on your tips and clusts, your secret continues, Invalidation, power-upo, posterroots, and codes if we yet hypour tip, we will be you credit in less pegas as wall as the groups can be yet the groups of pay the groups are yet and an expense of yet groups are yet groups a

on, and is not obligated to sewel the game onto to those people who autent betweenton that has already been primed, was provincely focused by the shall of the reagant and, for first far received will be already as the already clinic and game per person, yet house. Final exheditors of games to ay to use. "The admission paint systems are MES, G



# GEAR OVERVIEW **OVERVIEW**

#### BATTER UP Namco

Batter Up has proven itself to be a worthy baseball game. Pick your team and field, then play ball!





#### BERLIN WALL Kaneko

In Berlin Wall, you must dig holes to capture your enemies. Similar in play to Lode Runner.





#### CHESSMASTER Seaa

Now you can play chess anytime with Chessmaster for your Game Gear. A great game for thinkers!





#### CLUTCH HITTER Sega

Clutch Hitter is another great baseball game for the Game Gear. Lots of action and great graphics!





#### DEVILISH Sage's Creation

Similar to Breakout, Bash through the different layers of walls before time runs out





#### HALLEY WARS Sega Blast through the galaxy

to defeat the forces of evil. A great vertical shooter for the Game Gear





#### JOE MONTANA FOOTBALL Sega

Take Joe on the go with your Game Gear. Pick your play and head onto the field for some great football action with Joe Montana!





#### JUNCTION **Bignet**

In this brain teaser, you must move the pieces of the puzzle around to create a safe pathway for your sphere to travel on.





# LEADERBOARD GOLF

LeaderBoard Golf has a new home in the Game Gear. Choose from a wide array of clubs and courses to play on in this latest golf game for the Game Gearl





#### SHINOBI Sega

Play the part of Shinobi and rid your town of evil forces. Travel through four areas to defeat the rulers of the land!





# NINJA GAIDEN

Sega
Take your trusty Dragon
Sword and rid the land of
evil ninias Great action





# PACMAN

Pacman is once again on the go. Your yellow dot gobbler has all the great cation of the arcade.





#### POPILS Tengen

The beautiful princess has been kidnapped by the sorcerer Popils. Rescue her by punches blocks!





SONIC THE HEDGEHOG Sega

Sonic's back for more fun on the GG. All the same levels are here, as well as a few new ones!





#### SPACE HARRIER Sega

As a Space Harrier, you must rid evil in a 3-D fast paced world. Exciting graphics and game playl





## GAME GEAR CLASSICS

With oil of these new releases oppearing in the stares, let's nat farget some of the ariginal titles that made the Gome Geor so papular. We like ta call these carts, Game Gear Classics. These safts are available in the stares naw, sa check'em aut and see why they're so groat!

Castle of Illusion - Sega Columns - Sega Dragon Crystal - Sega G-Loc - Sega Psychic World - Sega Putt and Putter - Sega Revenge of Drancon - Sega Silder - Sega Solitaire Poker - Sega Super Monaco GP - Sega Woody Pop - Sega

# GOOD ENOUGH FOR OUR LINE.

Joe Montono quorterbocked his Son Froncisco teom Ja 4 Supper Bowl titles. Now, Joe Mantano Footboll leads the Game. Geor line of super video gomes. Game Gear's newest oddition lets you coll plays, scramble, pass and scare just like Joe

Montono, pro footboll's "Athlete of The
Decode". But Joe Montono Footboll is just
one of mony stors in on oll-stor line-up.
Gome Geor hos lots of super gomes with
mony more on the way. Gomes that test

Simulated television picture. your intelligence, stomino, and reflexes.

That take you to fontostic worlds where sorcery and magic rule. Gomes of skill and chance. Popular arcade hits and some you've never seen before. 60 captivating titles available during 1992. And Gome Gear's color screen is shorp, bright and portable. So you can play anywhere, onlytime. Gome Geor, Joe Montono, and o full line of super titles. It's a sure winner. At home, and an the rand.

# GAME GEAR



## **AERIAL ASSAULT**

## Sega

In this shooter, you must set out to stop the wave of attackers threatening to destroy the world!









#### AX BATTLER Sega

## Ax Battler is an action

and role playing adventure in one! Sure looks a lot like Golden Axe in the action scenes!









#### CHASE HO Taito

Race your police car through traffic to nab the bad guys by blowing up their car. Great arcade adaptation.









#### CRYSTAL WARRIORS Sega

# Crystal Warriors is a

new RPG for the Game Gear, Gather up your party, equip them and head out!









#### **FANTASY ZONE** Sega

Retrieve your galaxy's fortune that was stolen from the Menon Empire. Buy new weapons with









# CUM MEA TICKETERS BILLANGERS Comballarkaball

MANE THREE TEAMS THAT APPEAR IN ANY OF THE POUR LEAGUES IN THE GAME AND WAN ENG WITH ELECTRONIC COMING MONTHLY AND MUDGON SOFT

You will receive 2 tickets to the NBA basketball game nearest you. Plus, a basketball autographed by Bill Laimbeer. Plus, a Super Nintendo Bill Laimbeer game cartridge.

Three people will receive a basketball autographed by Bill Laimbeer. Plus, a Super Nintendo Bill Laimbeer game cartridge.

Six lucky winners will receive a Super Nintendo Bill Laimbeer game cartridge.

NO PURCHASE NECESSARY

Call the Hudson Soft Hotline to get the names of the teams!

1 - (415) - 495 - HINT

To enter the contest, just do the following:

1) Name three teams that appear in any of the four leagues from the Bill Laimbaame for the Super Nintendo Entertainment System or call the Hudson Soft Hott to get the team names.

2) Write them down on a postcard.

Send us your answers along with your name, address, and age to:

Hudson Soft Bill Laimbeer Contest

C/o Electronic Gaming Monthly 1920 Highland Avenue, Suite 222 Lombard, Illinois, 60148





Control. Date All articles tracing in out-of-lineares December 13, 1021 and Februare 1201. Cold on the spages are the finite but an establishment and Con early parson. It is profused reasonably in out-of-linear son and translationals. Highlics in the control of its created first proceedings to religible to control of the control of the control of the its created first procedure of early the control of the control of the control of the its created first procedure of early with a specific procedure of the control of the cont

PALDING LO PALDING LO PALDING LO PALDING

NBA NBA

NBA

NRA



## RATTER UP!!

The bases are loaded and it is the top of the ninth. You are down by three runs, and a grand slam here would win the game and get you in the World Series. All of the pressure. is on you. If you hit this ball out of the park, you can be the hero of the whole town (and maybe star in a few commercials), but if you mess it up, you may find yourself traded to a new team. Do not let the pressure get to you! Another good thing, since you will be playing this game on the Game Gear, you will be able to take



all of this great action anywherel In this game, you can be any team you want from the 26 professional baseball teams in existence. Once you have picked your team, you play the role of the manager. Therefore, you can pick who your starting pitcher will be, and, if he starts to lose his edge as the game progresses, you can go to the bullpen for a relief pitcher.



put in pinch hitters for your weak batters, especially when it is the last inning and your pitcher is at bat Learn how to make the appropriate substitutions, and you will be unbeatable

Unlike most baseball games, you do not have to play a full 9 inning regulation game every time you play. In Clutch Hitter you have the option of playing either a five, seven or nine inning game. This will be helpful because you can finish a

game even during short trips The game play is similar to most



the ball, you pitch away from you (into the screen), but when you hit the ball, the ball comes towards you (out of the screen) like RBI Baseball. When pitching, you can choose from four different pitches. You can throw a fastball, slowball or a curveball to either the right or the left. Make sure not to curve the ball too much, as you may hit the batter and give him a free trip to first.

Keep the pitches low and leave



If you hit the batter, you will get to watch him limp around a bit, but you will also give him a free stroll to first!



It is not a great sight but if you don't play your best, you might be the manager of the team who goes crying Into the locker room when the game is over, and you have lost!

•	ilieii y	ou are pitoring,	you can	0 1	1000
Z		MANUFACTURER	MACHINE	DIFFICULTY	AVAI
5	ш	SEGA	<b>GAME GEAR</b>	MODERATE	NO
đ		CART SIZE	NUMBER OF LEVELS	THEME	% COI
Ή	1	2 MEG	N/A	SPORTS	10

Fun to watch, and even more fun to play. Junction is an action game masterpiece!





SIMPLE TO LEARN **IMPOSSIBLE TO** MASTER

JUNCTION AVAILABLE EARLY













## **SEGA GAME GEAR**

SEGA GAME GEAR EASY JANUARY CART SIZE HUMBER OF LEVELS THEME % COMPLETE 2 MEG 7 ACTION 100%	-	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CART SIZE NUMBER OF LEVELS THEME % COMPLETE 2 MEG 7 ACTION 100%	Ü	SEGA	<b>GAME GEAR</b>	EASY	JANUARY
2 MEG 7 ACTION 100%	< ₽	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	W #	2 MEG	7	ACTION	100%

## Was Levely Dame Cape

## STEATRING

## TRY TO FIND THE LUCKY DIMES!

The unspeakable has happened! Magica Disnell has taken Uncle Scrooge's four lucky dimes and Donald's Nephews!







## HUEY'S JAIL

## THE BURNING LANDS





Hammers are very strong, but have a very short range of attackl THE HAMMER!

Flame throw ers and hot lava will slow vou



Run though the forest but watch out for the animals. Search through the trees for the hidden 1-upsi







You have reached the palacel You will find new enemies but watch out for the ahosts!

## THE ARCTIC WASTES





by winds, be attacked by and even slip and slide on the ice blocks!

amps and to fight a aiant lion.

will find Magica's friends who would love to have a nice duck dinner! Grab the gems and look for his nephews!

Along the way, you





## THE BROILING DESERT



Quicksand

and flying

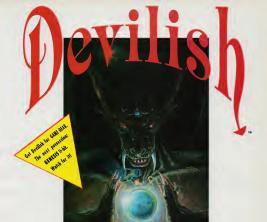
your main

harpoons are















## Breaking Up Is Hard To Do.

Especially when you're playing this game. If you think you've seen this one before, you've right. And wrong. You see, our game is much, much, more complicated, with monstrous enemies, high-tech UFO's, and walls and walls of blockades. So we gave you two paddles, offersieve and defensive, just to even up the odds. But don't get us wrong. You'll like this same. You'll just have a devisit of a time gettine through it alive.







## ME GEA

COLOR PORTABLE VIDEO GAME SYSTEM

RECHARGEABLE BATTERY PACK

If you're tired of buying batteries to power your Game Gear, why not try the portable battery pack. It has built in recharging capabilities and attaches to the rear of your Game Gear.

## MASTER GEAR CONVERTOR



With this exciting new peripheral, you can now play all of the existing Master System carts! This is one of the most asked for Game Gear accessory and now it's available from Segal



This lightweight case has two separate pockets. One is padded for the Game Gear, and the other bolds 8 to 10 of your favorite cartridges!

## **DELUXE CARRYING CASE**



This deluxe case holds your Game Gear, 10 carts, batteries, manuals, and even has a shoulder strap to ease carrying! It is made of durable nylon and has a zippered pocket!

## AC ADAPTER



Why not save your batteries for when you are on the go? With an AC adapter for the Game Gear, you can play all your favorite titles without using batteries. Just plug it in to a wall and start playing!

## CEAR-TO-CEAR CARLE



With more and more multi-player games making their debut, the only way to access this great capability is with a Gear-to-Gear cable! You and a friend can go head-to-head for some serious gaming action!

## CIGARETTE ADAPTER



If you are going on a long road trip. this cigarette lighter adapter will become a must have item. When plugged into a lighter outlet, you will have endless hours of video gaming to keep you busy!

## WIDE GEAL



To see even more detail in the Game Gear's screen, check out the Wide Gear. This unit attaches to the bottom of the Game Gear and really brings out the action of your carts!



Opt for the TV Tuner for your Game Gear, and you can watch your favorite shows on the Game Gear's high resolution color screen. This unit is available now!

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FOURTH PRIZE!
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## **GAME GEAR**

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## BUMP AND GRIND! GHASE H. Q.



pulk prooks an just genon pull Hight or ya, shink again! You'th aubually have am 'em sight off the road. You got a arreful a) civilians too, otherwise the aptain will life off the handle. He'll be he least.

norme.

These commands are bad ever and hat a habit of chewin'-up reckless rookes fit your brain. But decisions will just make your brain. But decisions will just make your brain. But decisions will just make your brain in the property of the property of

Vectome to the Serics (a.) In some you're aware that the CHASE start force is a high rise sum. We handle all of the in high rise sum. We handle all of the last an element sum and start an element sum series and the sum seep suffer case that are better and better So, our outil a sequipped with supposity ammored and seep supposite sums that out the sum of the sum

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STREET COMPLETE SCORE







## **GENESIS MEGA-CD** THE FIRST HANDS-ON TEST OF THE U.S. SYSTEM!!



within the first hour! Why all the excitement? Let's tear apart the system and dive into the first batch of games to find

outl EGM has been able to get from a Sega licenssee a prototype U.S. Mega CD-ROM

system. We will compare the not only the U.S. and Jananese systems but also the European and Southeast Asian Mega CD-ROM drives

## SEGA U.S.A.

MEGA CD GOALS Mr. Al Nilsen, Director of Marketing: "Our goal is to make the Mega CD format the standard of the industry for CD-ROM gaming. We want to become the VHS of CD-ROM. This actually fits in very nicely because JVC, which developed VHS, adapted Sega's Mega CD standard"... "Our software will clearly show people things that you can't do on a car-

tridge based system."



EGM gets the first 'hands-on' test of the prototype will be lit at the same U.S. Genesis Mega CD-ROM system!

FRONT





The Mega CD-ROM has been designed to be easy to connect and easy to operate!

> The basic system retains the same shape as we described in the August 1991 issue. The front of the system is plain with only two lights - the first is the green PLAY

light (A) which is illuminated when the system is playing a disc. The second is the red ACCESS light (B) which shows when the unit is getting more data. Because of the large amount of RAM in

the system and because it can do narallel processing with the CPU in the Genesis, both lights time, meaning that there is no 'black screen' while it gathers more

datal On the left side of the unit there is a sliding plate (D). This holds the Stereo Audio cable (the one which plugs into the front of the Genesis (I)) off to the side so that the CD tray (C) does not pinch the cable when it

retracts back into the unit. The back of the CD-ROM has the plug for the AC power supply (F); an input lack (G) for mixing (bringing in) another audio source (like the stereo sound from the

Genesis when you are playing a cartridge); and two audio output ports to send the CD-ROM audio (and Genesis if using the mixing port) to an external stereo system. You should note that all of the video and audio from the CD-ROM are internally (Continued on Page 116)









































needed to be made to the CD-ROM. The Genesis plugs into the CD-ROM through the external port on the lower right side of the Genesis. After removing the external port door and the protective red plastic cap from the Genesis

motherboard, a metal spacer (heat sink) has to be attached to the bottom of the Genesis. The plate has two fingers (J) which slide into the notches on the bottom of the system. A screw (K) locks the plate securely to the Genesis.

Four more fingers (L) on the plate, slide into the slots on the top of the Mega CD-ROM. The Genesis exter-CD-ROM arm (E) making the vital electrical connec-

nal port board locks into the tion. Plug in the Mega CD



## The brains of the Mega

CD-ROM power supply and the installation is complete. Internally, the circuitry

is more complicated. After removing all the metal shielding you see that the CD-ROM drive (N) takes up most of the space. Numerous boards are packed around the drive.







CD-ROM has to be slipped into the notches on the Genesis (red), and then secure-Iv fastened with the screw (orange).

SPECIFICATIONS: Memory RAM 6 Mbit 512 kbs PCM 128 kbit Data Cache 64 kbit Backup Boot ROM 1 Mhit Bio 8 channel Sterro Sampling 18 bit D/A Compatil

Frequency Response 20Hz to 20KHz Dynamic range Greater than 90 ch barnel Separation Greater than 90 db CD Access Tyrne Maximum 1.4 secs Minimum 0,8 sec Colora, pallet, aprites Same es Genesas

with the main 'motherboard' on the too right. Bight in the middle of the motherboard is the operating system chip(M). This chin will be reprogrammed for each of the four world regions. They include Japan. North America. Europe and

tem will be completely compatible with a Genesis/Mega drive unit from another region. In addition, the software will be encrypted with an identification code that will also prevent use with a Mega CD from a different region. This we were able to verify with our prototype U.S. Mega CD and the new software. While the old Altered Beast Genesis systems and the Japanese Mega CD-ROM will play the Japanese CDs, this combo will not play the U.S. CDs when they come out. Bottom line...if you want to play

the U.S. CD's don't buy the Japanese Mega CD-ROM systemi

## SEGA U.S.A. CD COMPATIBILITY

Mr. Al Nilsen, Director of Marketing: "We are telling players, up front, right now: when you buy the Japanese unit all you will be able to play is Japanese software. You will not be able to play U.S. software on the Japanese Mega CD. The systems are very market specific,"























































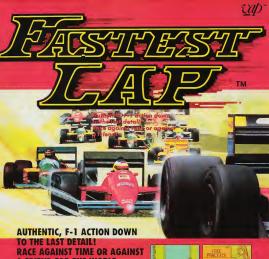












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SIXTEEN OF THE HOTTEST
RACEWAYS OF THE

INTERNATIONAL CIRCUIT!







## HTYIC"

prendo". Game Boy and the Official Seats are sciencers of Nichardo of Amorina Inc.







The system is hooked up and ready to go! You flip the power switch on the Genesis and, if a game isn't in the Genesis, the Mega CD logo rotates, scales and zooms around a cloud background like the small pix you see surrounding each page! Press Start on the control panel and the main CD menu screen comes up. From this screen you can select from various options including the

new CD+G audio disc.

Of course you want to

load up a CD so the first

pointer (using the control

thing to do is move the

pad on the Genesis controller) to open, and press button A or C. A. motor kicks in and the front loading drawer comes out. You put a disc in, and press A or C to close the drawer. After a couple of seconds, you're watching the intro to the game! And watching, and watching and watching! Minutes pass and we're still watching! Then it hits us. there was no down time for disc access or data loading. but all through the intro the red light (access) would come on. Just an subtle indication of what tons of memo-

dol A counte of minutes of game play then it's time for the next disc. The intros are

Sega has plans for the future. ry and dual processors can Although the system has 64 kbits of Internal backup RAM, Sega has built in a screen to access the upcoming RAM backup cart!





utilizing footage which is very American in nature. That's why we are developing so much here. And when vou get into multi-media it becomes even more important. Right now we have 29 third party companies developing software for the U.S., Japan and Europe."

on movies and TV shows

a full motion video (half screen) of one army attacking another. It lasted for a full three minutes and there wasn't a second of down time. The access light was constantly blinking but it was video (although through a reduced color palette). Wowl SEGA U.S.A. CD GAMES Mr. Al Nilsen, Director of Marketing: "The bulk of the software for the U.S. market is being developed here in the U.S. Much of it is based

utes are standard With no buttons on the unit, all control is

Japanese comic strips. Nothing we haven't seen on the PC Engine Super CD-ROM2. But, then we non in the last disc - the war simulation whose title translates as Tenkafubu. Some of the editors had already started walking away (how exciting could a 16 century military slm. be) when all of a sudden a movie starts playing! This was

better than the game! Most of the opening min-

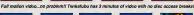












done through the main menu.

Like the Turbo CD-ROM, the Mean

CD-ROM will play the new CD +G

discsl

o 支きプロック 105

内部パックアップRAM 部寄せ

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ボタンを押して下さい。

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Here's one RPG game where you can dive right in. And you know what you must do. Only you can save Lakeland from the dark forces that possess Lagoon. Instantly you'll be submerged in your quest. Wade through complex labyrinths, battling evil at every twist and turn. Whether voute an experienced RPG player or just looking for hours of Super NES adventure, its time to test the waters.











## THE YEAR OF THE DRAKKHEN.

This is the year of Super NES. The year some of the best RPG players may go down in flames. Because this year

you will enter the world of Drakkhen.
You've confronted many

monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D You've journeyed in other mystical lands. But none with scrolling, 360° landscapes with

panoramic views. Horizons change from day to night before your very eyes. In your quest to restore world peace,

you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the special effects, the eye-popping graphics, the stereo digital sound experience.





Drakkhen, It's the Super NES game of the year. The role playing challenge of a lifetime.

KEMCO. SEIKA

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The time is the middle 16th century and there is a major war that has Japan, You

















effects like screens that

























mas and full screen visuals.

Large animated players.









## Mega Man 4... Like Nothing Before







New Enemies like Dr. Cossack. 'Guelf'
New Weapons like the Mega Buster. 'Devastatingf'
New Robots like Toad
Ann and Skull Man.
'Gastlyf' Devices like
Balloon adapters and
Grappling hooks. 'Randy''
Get Mega Man 4—

The rest were just warm-ups. "Really!"

Laconted by Name of the Physical the Chipman of the Physical Control of the Physical Chipman of the Physical C









ap Attack • Toejam & Earl • Ouackshot • Speedball II • Immortal • F22 Int. • M.E.R.C.S. • Cal .50 • Trouble Shooter • Shadow of the Beast • Pit Fighter • Road Blasters • RBI 3 • Madden Sportstalk Football • Madden '92 • Golden Axe II • Robo Con • Lemeux Hockey \* Back to the Future \* Marble Madness \* Rings of ower • Buck Rogers • El Viento • Heavy Nova • War Song • Peperboy • California Games • Slaughter Sports • Death Duel • Chuck Rock (8M) • Terminator • Winter Games • Fighting Masters . Monster World 3 . Exile . Jesse





































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9

## TREASURE STEE

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## COMPETITION INFORMATION

 Competition period is from 12 noon EST until 12 midnight EST on April 11, 1992. Watch MTV™ from 12-1 PM on April 11, 1992 or call 1-900-370-TREASURE any time during the competition period and discover the Secret Password. Call will cost \$.50 per minute. Children under 18 must ask their parents first. Average length of call 13 minutes.

their parents tirst. Average length of call is 3 minutes.

This competition is open to all U.S. residents except in those states where the competition is taxed, prohibited or restricted by law including the states of Arizona, Louisiana, Montana and Vermont.

 Competitors should first check the availability of 900 exchange telephone service in their home locality prior to entering this competition.
 To be eligible we must receive you official Treasure Master<sup>™</sup> registration card by midnight EST April 8. 1992.

See Official Treasure Master™ Competition Rules for complete details.

For more information call

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II : 25555

## JUST SAY "EGM"

If you are a Treasure Master Competition Winner on April 11, 1992, just say "EGM" to the Prize Hotline Operator when you call 1-900-370-UWIN to claim your share of Fantasy Prizes. The first 100 eligible callers will win a FREE one-year subscription to Electronic Gaming Monthly!

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Data East
CAPTAIN
AMERICA AND
THE AVENGERS

All of the excitement of the farmous Marvel Comics team comes to the arcade with Captain America and the Avengers. Cap and three of his teammates, Vision, Iron Man and Hawkeye are out to



Captain America and Iron Man take to the skies in this intense action game from Data East!

do battle with the Red Skull and his mindons in this action game. You'll need all of your arcade skills to made it through this one! To get by the enemies on some levels, you have to fight it out with them on the ground, while in others, you'll shoot it out in intense horizontally scrolling action! You'll even take this battle under water for some of the levels!

Two players can battle the Red Skull at a time. Each of the characters has his own special abilities and weapons. Cap is a strong street fighter with his shield, while



Hawkeye and Vision take the action to the streets with these Red Skull minions!

Hawkeye and his arrows are deadly from a distance. Iron Man and the Vision give you the best of both worlds with their strong combat abilities and powerful distance weapons.

Pick your favorite Marvel Comics character from the Avengers and get set for some wild action from Data East. Captain America and his friends are counting on you to get them through to the Red Skull. Don't miss out on this one!



This guy takes a lot of punishment, but Captain America and Iron Man have the muscle to take him down!

## KING OF THE

SNK's latest quarter muncher is King of the Fighters. You've got the choice of three fighters to take to



This whirlwind attack really knocks this guy over! Use your special attacks whenever you get the chance.

the streets and compete for the crown of king of the fighters. Each of the fighters has wild special moves to use on the enemies. Don't think you've got



Double team your opponents for double the funi



it easy, though. The guys you'll be fighting have their own special moves to use on you! Don't wait for these guys to get the upper hand, or you won't make it to the next round! powerful attack on the huge bosses that try to crush you at the end of each wave. Instead of the normal horizontal

Instead of the normal horizontal screen, this shooter's monitor is



In two-player mode, get your opponent in between you and knock him back and forth to finish him off with style.

You and a friend can get together and double team the guys you'll face. Hit him high and low, or, get on both sides of him and attack from two directions at once! He won't stand up for long under an onslaught like that!

This game takes technique to master. Fans of Street Fighter II can take heart! More fighting action is on the way!

## THUNDER BLASTER

The latest shooter from the people that brought you the intensity of R-

Thunder Blaster

Thunder Blaster. This time, the action scrolls vertically as you take your ship out against a horde of invading aliens. Twoplayers can take

this one on simultaneously for a positioned vertically to go along with the way your ship is flying. You'll need all of the space you've got, too. The enemies will come after you until they wipe you out, so grab some power-ups and blast your way to the end! Get ready for the fight of your life!



Team up on the bosses and you'll blast them away!

## HOT TITLES COMING SOON TO AN ARCADE NEAR YOU!

One of the hottest games that will hit the arcades soon is the awesome X-Men from Konami. This mega title is based on the popular X-Men comic book series, and will have arcade players thinking twice about other multi-player games. Up to SIX, ves, SIX players can rock on this one at the same time! The game includes your favorite X-Men as they go after their comic book enemies. Play as Wolverine, Nightcrawler, Cyclops, or three other X-Men in their first arcade adventure. This game is so big, it takes two screens to show all the action!

The game play in this coin-sater is smillar to that in the Teenage Mutant Ninja Turtles coin-op. Each player has a jump move, an attack, and a special attack that really takes out the enemies. You've only got a limited number of times that you can use coil all move when you've really desperate. Get a roil of quarters ready for this one, because you'll need them to make it through to the end!

Another hot tile that will be surface-

Another hot title that will be surfacing at an arcade near you any day
now is Battleoads. The NFS smash
is being converted to coin-op status
by Leland Corporation. The same
people that brought you Dragon's
Lair and its new killer sequel are getting amphibious this time.
Game play and levels have stayed
the same from the NFS title, but the

graphics have been totally

the Toad's battle lets you take up to three players! Rash, Pimple, and Zitz are all here and ready to kick some major tail. If you've played the KES title, you know how hand this game is, so get ready to keep feeding those quarters into this one. The Toads are going to need you to guide them on their way.

revamped! Better yet, this version of

















## YOU ARE NOT A WARRIOR, YOU'RE A BEGINNER.

Okay, World Warrlors, enough is enough! Word of mouth is certainly not the best way to get the inside scoop on the hottest games, but it thrives nonetheless! We at EGM have received hundreds of letters speaking of the numerous rumors surrounding the best coin-op ever! First and foremost. Sheng Long exists only in the minds of the most imaginative gamers! Many gamers explain that Sheng Long is an old man that only Ryu can face after defeating Balron, Vega, Sagat, and M. Bison perfectly. He apparently has a cane and appears on the same screen as M Rison. This reminds me of the ultra-nowerful flaming lump kick rumor from Street Fighter I. Anyway, when Ryu says you must defeat "Sheng Long" to stand a



chance, he his referring to the fact that the Dragon Punch (Sheng Long) is the most powerful technique, and it can counter anything (which it can!). Sorry, wishful warriors! The only thing you get from a perfect game is a special ending showing the credits while the World Warriors clash onscreen.

Some other excellent rumors include Chun Li throwing her bracelets (false), Guile throwing his comb (actually the Sonic Boom), Blanka's spinning electric hall (false). Ken's or Byu's more powerful red fireball (it's a random color glitch and no stronger than the blue one), Dhalsim's heat-seeking fireball (false) are among many - whew! While many of these rumors have specific reasons for being, le., the red fireball, most are completely unfounded. Out of all the hundreds of letters making these claims, not one could prove it! If you or a friend can come up with valid proof for any of your

Other points of interest: in order to folaccount that any movement from up or down to left or right must be circular. In other words, for Dhalsim's Yona Fire, the joystick motion is D. R. P (facing the right). This means pull down, circle the joystick to the lower right, then move to the right, and press any punch button. The joystick motions and button selection printed in EGM come straight from Capcom, so don't argue!! Now sit back and enjoy this secret edition of the best Street Fighter II coverage! We've uncovered some interesting new techniques. as well as a couple of super tips and strategies you will be sure to appreciate!

local rumors. EGM would love to print it!



## SHENG LONG

Here's the scoop! Sheng Long, the Dragon Punch, is performed easily! Press forward, then quickly perform a fireball motion. It's that simple!



## SCREWDRIVER Zangief's power spinning

piledriver, the Screwdriver, isn't easy. Start at the top, perform a reverse circular motion back to the top, and press punch! Ugh!



## BALROG



from Las Vegas. He takes pride loves showering in money.

Balrog is the first of the final four boss characters. His strong blows







Bairog uses many power blows,



fireballs and multiple hit moves. VEGA



Vega is the most vulnerable when he lands from a wall kick



and his back hand his dea





agile as his pet cougar, He believes beauty and power are the same. Vega likes to cling to the fence and

This testy

jump from high above at you. If your timing is good you can knock him for a loop. You can break his claw, als

## SAGAT



Sagat is the only warrior to return from Street Fighter I, and he bears a scar revealing

his first defeat. Even after the Dragon Punch burned a scar in Sagat's chest, he suffered to learn the powerful Tiger Uppercut, which has a tragic weakness.



cially in close quarters. \*\*\*\*\*\*\*\*

Vega uses his agility well, espe-







While Sagat's fireballs are a threat, beware of his quick blows.

M. Bison is both vulnerable and deadly in his flaming torpedo.

## Uppercut causes heavy damage



M. Bison can quickly make you dizzy with his multiple combos

## M. BISON

M. Bison is the total embodiment of evil and oppression, He has the fastest blows that can knock you dizzy



Always stay on your guard, or you will lose, M. Bison's flaming torpedo can destroy your hopes of a victory. Use patience, and you will succeed.

## The Greatest NES Adventure Continues... WIZARDS & WARRIORS III

## Kuros: Visions of Power

When Kuros' last did battle with the evil wizard Malkil' atop Icefire Mountain, he raised his IronSword' in triumph...or so he thought.

Without warning, a powerful bolt of magic robbed Kuros of his atmour, memory, and funor. But now, the distant presence of evil stirs in his mind, leading him to the once fair city of Piedup, where the villainous soul of Makil now, reigits.

Without his amour. Kuros will need crafty disguises to travel undetected, ready to do battle as wizard, nobleman or thief. From the gloomy depths of the dungeon to the palace containing riches beyond belief, the time has come for Kuros to turn his visions of power into reality!





Kuros the Knight Warrio Welds his mighty Silver-



To give Malkil a taste of his own medicine, Kuros must master the craft of wizardry.



Kuros, disguised a thief, moves secre



irotesque creatures of th

Wiserds & Warners III", Notes ", Visiens of Power", Indiversi", Malkin' and Acclaim" are traceastics of Accident Extrata asset, inc. All rights reserved

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# CRUSH THE WORLD'S GREATEST FIGHTERS WITH YOUR THUMB.



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Alt. Norton, Holmes, Frazier and Foreman are ready to pound your face ... er, thumb. You can be them or battle them. Each champ looks and fights like the real thing. Alt floats like a butterfly end stings like a bee. Foreman puts his weight toto devastating roundhouse nunches.

Taunt them if you've got the guts. Move and teb. or no toe-to-toe and rearrange their faces with nose bloodying hooks, jaw shattering uppercuts, and ribcracking body shots. Block nunches or clinch to protect yourself Between round closeups show each boxer's factal damage.

If exhibition matches aren't enough for you, fight an entire 15-year career. Crush these five formtdable boxing greats and POW! you're a champton forever.



## BOXING CHAMPIONS

He's lean He's mean He's André Panza and he's out for blood. Every move he makes to from digttized ftlm footage from his greatest kicks and punches. So you're not fighting some namby gamby, make-belteve vtdeo ktck boxtng creep. You're duking ti out with the master, 3-ttme World Ktck Boxtne Chempton André Panza.

If you're not ready for Panza, white yourself into shape with training and conditioning sessions. Then battle through the ranks of 8 international chempions.



Over 40 mind-blowing punches and kicks allow you to customize your essault. Once you've honed and sharpened your moves, take on Panza himself for the ultimate ktck boxtng challange.

So what are you watting for? Chicken? Then get Champions Forever Boxing and André Panze Kick Bexing and start rearranging some faces with your thumb



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15 YEARS OF FUN AND GAMES WITH

## **ABSOLUTE ENTERTAINMENT**

Years ago, when the Atari 2600 was state of the art, one of the biggest video game companies around was Activision, and two of the best designers for Activision were Garry Kitchen and David Crane, Since 1978, Kitchen, Crane and the rest of the current Imagineering staff have developed over 75 games for over a dozen companies

Absolute and Imagineering were formed in 1986, and since then, they have been putting out some of the most exciting games for home video game systems ever released. These have ranged from sports to arcade action to simulations, creating a game for every game player and every style of play. Fifteen years later. Absolute Entertainment and Imagineering are still going strong with titles like Turn and Burn, an F-14 flight simulator for the GameBoy. Space Shuttle Project for the NES and Super Battletank: War in the Gulf for the Super NES. EGM takes a look at the past, present and future of one of the most innovative companies producing games for Nintendo systems.

## WAY BACK WHEN .

In the early days of home video game playing, the Atari 2600 was the major game system. The system had only 128 bytes of RAM, which presented all programmers. Kitchen and Crane included, with unique problems. "The computer was relatively slow, and you had to write the programs in such a way that they synced with every scan line of the television screen, so it had to be very critically timed," said Absolute



The crack staff at Absolute Entertainment

president Kitchen. "It was really difficult stuff "

Kitchen was in on the development of Donkey Kong for the 2600 when he started out programming, and the project is still one of his favorites. Among the games that can be credited to the Imagineering and Absolute Entertainment staff are such classics as Pitfall, Freeway. Ikari Warriors and Double Dragon for the Atari 2600.

When Absolute started producing games for the NES, it made A Boy and His Blob. This was an innovative adventure game that won several awards including a Parent's Choice award for the non-violent theme and innovative game play. The game's follow-up, Rescue Princess Bolbette on the GameBoy

## had the same style of play.

PRESENT DAY! Speed continues to be the major stumbling block for programmers. Kitchen said, "I think you're always



Space Shuttle Project has the endorsement of Space Camp.

# MEET THE MAKER.





THE RESERVE OF THE PERSON NAMED IN

Terror is his

tracenark—a nightmare come to file. And you (yeah, you!) must controat him. Penetrate the mysterious dangers of his dungeon him. Shy the multitude of gruesome characters who protect it. Try it just one time. You'll swear there are worse things than death.

IS nc

sted traps, puzzles, and leshal surpases

THE IMMORTAL, DEAD SERIOUS ABOUT LIVING ACTION.

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busting the door down on the limitations. The biggest limitation is still the speed of the computer. On very sophisticated applications, you tend to run into problems where you can't keep the game running smoothly at 60 frames per second." Program-



Jim Charne, Absolute's vice president of legal and business affairs. takes his turn in a simulator chair at NASA

mers are always trying to overcome the speed problem, and Absolute's staff has been successful at beating slowdown on its latest games for the

NES and Super NES. One of Absolute's latest projects is



You only have seconds to prepare the Shuttle for launch, so act quickly and decisively.

The game gives you the chance to pilot the Space Shuttle through a series of missions. The people at Space Camp were so impressed with this Absolute title that they have endorsed it. The action is arcade oriented, but the various missions take

some thinking to make it through. To design the game and make it as accurate as possible. Absolute's designers spent some time working with NASA. Real experience in shuttle simulations went into producing the game. The missions included feature many variations, but before you can even try them, you have got to get into the shuttle and get it out into space! That can be a lot harder than it sounds.

Currently, Absolute Entertainment is working on an updated version of their NES Battletank. This game is called Super Battletank: War in the Gulf, and it will be for the Super



Awesome first-person perspectives bring the Gulf War into your living room with Super Battletank for the Super NES.

NES. It is a first person tank simulation that puts you in the middle of the recent conflict in the Persian Gulf. Acting out real Desert Storm maneuvers in your M1A1 tank, will have mastering the different controls and weapons at your command. "The best thing you've worked on is usually the latest thing you've done because you feel that you're always getting better," said Kitchen, "I think that the best work I've done with the neonle I'm working with is Super Battletank for the Super NES. It's the best work we've done as far as really showing off the machine early in the development cycle. I think this name is a level above most of

#### what's out there " COMING SOON . . .

Along with Super Battletank, which should be available in March, is a new sports game for the Super NES. It does not have a final title yet, but its current working title is Tennis.

Absolute designer David Crane is working on this one, and it should be out around June.

Another hot title that will be coming soon from Absolute is Turn and Burn for the GameBoy. This is a real flight simulator for the portable machine, something that has not been done for the GameBoy before. The title is very revolutionary which

## is one of Absolute's and Imagineer-THE FUTURE AND BEYOND

ing's trademarks.

The big question right now in the video gaming world is CD-BOM and CD-I Will Absolute Entertainment move into this realm when it becomes reality for the Super NES? Kitchen says yes. "We've been talking recently with all of the CD-ROM manufacturers. We expect that we'll be deep in CD-ROM very soon." Absolute, at this time, does not

want to choose between going with



Get ready for intense tank action with Absolute's Super Battletank!

the Sony Play Station or Nintendo's CD-BOM system when they become available. 'I think development-wise, we'll go with both," said Kitchen. "We usually develop for all of the commercially successful platforms. so I would expect that we will support both Sony's system as well as Nintendo's

As Absolute continues to hit all of the major Nintendo machines with the high quality titles it has been putting out. Absolute Entertainment and Imagineering will be making the games you will want to play for years to come!

# **NSOLE-I**

## EGA GENESIS

AFTERBURNERS
ALIEN STORM
ARNOLD PALMER
ATOMIC ROBOKID
BACK TO THE FUTURE BACK TO THE FUTUR BATMAN BATTLE SOUADRON BUMINI BUIN

DOCKOUT DNANZA BROTHERS URNING FORCE USTER DOUGLAS BOXING JUSTER DOUGLA
ENTURION
OCUMNS
CRACKDOWN
HOSSFIRE
OYBERBALL
DICK TRACY
O J BOY
OYNAMITE DUKE
ESWAT INTERCEPTOR RYTALE ANTASIA ATAL LABYRINTH .... IRESHARK LICKY ORGOTTEN WORLDS

FLICKY

CHARLES

CHAR

LAKERS VS CELTIC ...
KLAX ...
MERCS
MICKEY MOUSE
MIDNIGHT RESISTANCE
MIGHT & MAGIC
MOONWALKER MOONWALKER
MUSHA
WILLIAM
USHA
WILLIAM
AT RILEY BASKETBALL
GA TOUR GOLF
HANTASY STAR 2
HANTASY STAR 2
POPULOUS
UJACKSHOT
LEVENGE OF SHINOBI
GOOD PASH

COAD PASH,
ICOBOCOD
AGAIA
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TARI FLOORT
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## SUPER NES

CASTLE VANIA IV
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# Golden Axe II. New and improved death, destruction and magic.



Warrior, Amazon and Dwarf are carries you toward the castle where



You've just escaped from the lava tunnel. A pack of razor-clawed creatures are trying to get you before the lizard men do, Suddenly the Warrior is slashing his way through a nasty gang of demons. He body slams one and gets two more with his sword. The Amazon does a backflip and

tosses off an attacking Minotaur, Now the Dwarf is spinning on his battle axe, devastating several skeletons at once.

These are moves vou've never seen before. The deadlier, stronger, more agile. Their enemies are more evil. And the magic is killer

The Warrior summons the wind to blast an enemy. The Amazon strikes down a headless knight with scorching flames. The Dwarf commands huse boulders to flatten

Dark Guld is waiting to put out your lights. Golden Axe™ was murder. This one's worse!

Golden Axe II is one of more than 150 hot games from Genesis.

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true 16-bit video systems. The choice is simple. The choice is SEGA"





## MINTENDO SUDED NES

		Au-		
E	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	ACCLAIM	SUPER NES	HARD	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1	8 MEG	4	SHOOTER	100%

## I'D BUY THAT FOR A DOLLAR!

The decline of Western civilization is complete. The year is 1999 and television has adapted to the more violent nature of man. The most nonular form of television is still the game show though. One show in particular has dominated the ratings. and it is called Smash TV. On this show, two lucky contestants compete for cash and prizes. They are equipped with an assortment of high nower weapons and placed into a closed arena where they must blast

and brawl their way to victory. This is the most realistic arcade translation for the Super Nintendo vet, and Acclaim can definitely be proud of this title. Since the arcade game

used two joysticks the Super NES version lets

you control your character with the pad and the eight direction shooting with the A. B. X and Y buttons. The action is nonstop, and even when there are more than 20 or 30 sprites

on the screen, there is no trace of slow down! The graphics and sounds are virtually identical to the coin-op and they have even kept in the digitized voices from the host of the show! The most impressive things in the game are the boss characters. They literally fill the entire screen and pose guite a challenge for even the most experienced game player. Each

boss goes through many different forms, until it is finally defeated. Smash TV is without a doubt one of the best arcade translations to be released for the Super Nintendo and

> proves that with a little effort, the S-NES can play arcade quality titles without slow down problems

#### THESE BOSSES JUST WILL NOT QUIT!

Wulloid Man is the first boss that vou will encounter. It will take a large amount of firepower to waste him. You have to blow off both his arms and then reduce him to a head with threads. Per

sidence is the key here.

























IT!!!"



#### LEVEL TWO

In the second level, the action really starts to heat up. You will confront flying orbs that shoot beams of electricity, and stampeding herds of robot buffalo. The second Boss, known as ScarFace, will definitely give you a run for your money. Think you can make it to level 3?



## SUIDY In Stage 3, You find an underground

## SAVE THE ALPHA 1 SOLAR SYSTEM!!

The Alpha 1 Solar System contains three planets. The inhabitants of these planets have been at war for seven months. Invaders from the distant star NGC 1611 are in position to take over all three planets. Representatives of Alpha 1 dispatched their most

advanced cyborgs to NGC 1611. They must eliminate the enemy's power source. Communication with the cyborgs has been terminated. It is now up to you to save the Alpha 1 Solar System.

Xardion, by Asmik Corporation, presents a new type of adventure for game players. Xardion is a combination of action, adventure and role play combined into one cart. One of its great features is the user's ability to change into any one of the three cyborgs, at any time! You may choose from the ultra-tough Triton. the staff wielding Alcedes or the extremely mobile Panthera.





Avoid the claws of the Stage 1 boss. Electronic Gaming Monthly

first base. Then, head underwater to disable the enemy's naval fleet.



The mission begins in the enemy's



encounter the boss for this stage Watch its arms and keep blasting at



The Stage 3 boss stretches his arms and tries to knock you off your pedestal.

the eyes to defeat it!

Stage 4 begins in a once bustling town! Watch out for sand traps and other hazards. Look up in the skyl



Here comes the boss, but watch out for his arms



you cannot destroy it yet!

The Stage 4 boss flies through the air and launches its blades!



# AWESOME CYBORGS



TRITON

Has the ability to shoot upward and has the second strongest firepower.



ALCEDES Can only shoot straight ahead, but his shots are the most powerful.



PANTHERA
Can squeeze
through small
spaces and can use
double shots.



it! Upon entering the life core, you will be attacked by roaming cells and antibodies. Dodge their attacks and head into the chamber.

In Stage 7, you enter a crystalline chamber. Be careful of falling shards of crystal and the disappear-





In Stage 5, you encounter this hopping mad boss!

Stage 5 is a long corridor which eventually leads to a boss that kills itself!



Stage 6 is a planet that is truly alive. The trees uproot and attack, while the grass rolls and tries to smash you. Find a hole in the planet, seek out its life core and destroy





The Stage 6 boss is a series of faces that you must destroy to continue onward!





hit from the back. Jump over it and attack from the rear!

## ing floors! Xardion is an adventure that will

keep you on your toes. It provides hrills, surprises and some rude bosses to challenge and entertain the player. With its great graphics and sound effects, the game will definitely appeal to all different types of gamers!

HUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ASMIK	SUPER NES	HARD	MARCH
ART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
B MEG	8	ACT/ADV/RPG	90%
	ASMIK ARTSIZE B MEG	ART SIZE NUMBER OF LEVELS	CART SIZE NUMBER OF LEVELS THEME

# NINTENDO SUPER NES



## SAVE THE HOT CAVE BASES!

Prepare to get down and dirty with two of the hottest cave dudes ever seen! Also known as Caveman Ninja in the arcades, the Super NES version will be called Joe and Mac. The game itself however, will be exactly the same.

Way back in the past, when men could hardly start fires and women were dragged around by their hair, there lived two extremely cool dudes, named Joe and Mac.

They are enjoying their days of dimosaur demolition derby, hang gliding on plorodactyls, making stick figures on cave walls and playing tag with Tyranosauruses, when their enjoyment is halted by a wild bunch of neanderthal nerds who suddenly march into their camp. There is one stich troblem with these nerds:

ous problem makes every cavewornen in the camp leave, despite the many dangers and dinosaurs that lurk about the land.

As there are no cavewomen left in the camp, Joe and Mac get bored with their games and decide to look for them. There is only one way to get them back, though. You must go out, find them and drag them home.

When you start the game you are armed with only the power of the large dub which you possess. However, this club is very weak, and its reach is short. Therefore, you have to get close to the enemies if you want to hit them. Then, after you hit them, they usually hit you back because in that age, the men were men and could take a lot of punish-

Do not worry, though, all hope is not lost. You will find many powerups along the way. These will let you strance. You will find them in many strange places that require you to stand on top of pterodactyls, or on the heads of neanderthal nerds.

In the game, four main weapons exist. These weapons are fire, bones, boomerangs and wheels. The power-ups and the weapons are

bones, boomerangs and wheels. The power-ups and the weapons are found in eggs that are located along the way. If you destroy the red egg with no one on the screen, a bird will come and carry you away.





	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
;	DATA EAST	SUPER NES	MODERATE	MARCH
ш	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
ш	9 MEG	11	ACTION	20%

ment











The best part

about this game is the two player mode. There are two types of two player simultaneous games. In one, you cannot hit each other. In the other,

you can kill each other, and get on top of tall cliffs by standing on another's head. When you fight the boss, there are two things that you can gain. One involves beating the boss and getting to the next level, and the other is getting kisses from the beautiful cavewomen in bikinis. In order to get a kiss, you need to kill a boss and win an X. The player who hits the most bosses, earns the kisses.



## GET DOWN AND DIREY WITH THE DINOSHY

The levels in this game are filled with a variety of colors and multi-lavered scrolling. There are two specific types of levels, though. The first type uses horizontal side scrolling, while the other uses vertical up and down scrolling. In the vertical levels, there is not much you can do other than keep flipping up. Yet, for the side scrolling levels, there are many obstacles that you must get past, such as: dropoffs that you have to jump over,

flames that unpredictably shoot out of the ground, lcy paths which mak stopping difficult, small platforms that require precise jumps, gruesome enemies that try to make a quick meal out of you and pesky dinosaur end bosses. These bosses are huge critters as they take up most of the screen, and require tons

of hits to defeat. As you can see from the photos, your journey will take you over many weird types of terrain, one of which puts you inside a dinosaurl



Watch out for the baby dinosaurs!











## NINTENDO SUPER NES

# THEY'RE CREEPY AND THEY'RE KOOKY... You know them as the ever-population

lar Addams Family, and now, the kooky family has their very own video game for the Super NES. Uncle Fester has been placed

under a spell by Abigail Craven, a conniving character anxious to get her hands on the Addams Family fortune. Having recruited a misled Uncle Fester, and assisted by her cohorts, Tully and The Judge, she manages to capture the other members of the Addams Family.

Only Gomez can save the day by freeing Pugsley, Wednesdar, Granny, and restoring Uncle Fester's memory. Gomez must then set out to find The Judge and free Mortiria.

cia. The Addams Family is a long, RPC-type of adventure. This game will not be besten in a day! You play Gomez Addams who must search each room of the Addams! household in order to find clues where the family members are being held! Each room holds many surprises to be found!

be found!

Door 1 leads to the outside of the mansion. There is not much to be found outside, but it is a good place to get a feel for the game.

Door 2 leads to the Old Oak Tree. Be sure to look carefully because there is another heart located here. Hint: Always look a gift tree in the

mouth!

Door 3 leads to the Conservatory.
This is where Gomez likes to relax, but not today! Many hazards want Gomez here, like the birds and the spiked beetles. Make it to the end and great rewards await you! First, though, you must locate the on/off switch!

Door 4 leads to the Music Room. Here you will see Lurch playing his harpsichord. However, he will not



let you past unless you rescue the family first.

Door 5 leads to the Portrait Gallery. Do not let the beautiful artwork distract you, you have work to do. Be sure to look for the Dark Room within this level, you just may become richer!

Door 6 leads to the Kitchen. Your success will be decided at this point, depending on which way you take here. Choose wisely!

Finally, Door 7 leads to Pugsley's favorite place, The Game Room. In here, you need to watch out for the swinging pendulums and the guillotine. There are also some special

holding your family members, return to the Music Room where the family awaits you. There, the family gives Lurch a part of a tune that Lurch will play to reveal a secret passage. This sector is where you must floht

the final boss, The Judge!
The first part of this second quest involves travelling through the infamous Chain Room. As you pass



Addams Tamily

surprises that await you! After defeating each of the captors

MANUFACTURER MACHINE DIFFICULTY AVAILABLE
OCEAN SUPER NES HARD MARCH
CARTESTE VUMER OF LIVIS THEME \*COMPLETE
8 MEG N/A ADV/RPG 90%

through, you must watch what chains you grab onto, as some of them will disappear!

Then, make your way through the Addams Vault. All you need to do in this section is simply collect money. Then, you go through the door to meet with your next major test - The Judgel















The Addams Family is the perfect

## POWER-UP ICONS

# you to

iah ene-

mies.



Allows Fills up one of your

vou to run faster.



GOLF BALL Throw golf balls at your

enemies.

You can fly around the screen.

## THE DOORWAYS TO FREEDOM!



In the beginning of the game you come to a huge room which contains seven doors. You must proceed through each to find and rescue all of the family members. Then go back to door 4 to meet up with "The Judge".

blend of role playing and adventure game. The various levels, while looking deceptively easy, are challenging and cleverly done. Unlike many of the new S-NES games which are way too easy, the Addams Family will not be a game which you'll beat in one sitting, even with the maps provided here. Coming in March! Look for it!









## **NINTENDO SUPER NES**

E	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
I 5 4	ELECTROBRAIN	SUPER NES	AVERAGE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	SHOOTER	100%
U IL	8 MEG	8	SHOOTER	100%

#### FINALLY, THE MOMENT OF TRUTH HAS COME...

Now, the mega blockbuster of the arcades will be hitting the Super NES very soon! Like the coin-op version before it, a huge invasion force of intergalactic conquerors has landed and the warriors are ready to take on the world! Armed with your supersonic attack vessel, you are ready to take care of busi-

nessi To accomplish your task, you have many different weapons available. Some examples are spread shots, mega beams, missiles and even a tactical mega bomb for total on-screen devastation! Be wary. though, these guys are tough! Your screens are about to explode with action - be prepared!

STAGE THREE

Soar over a huge

harbor as gun

your way. Try to

reach the super

boats are in

qunboat!



#### STAGE ONE

In stage one, you will fly over some farmland and will meet with some basic enemy firenowerl



## STAGE TWO

Stage two has a ground defense force in a midsized base. Look for the combined plane!



## STAGE FOUR

In this level, you are shot at by a horde of small blue turrets. Keep your distance from them!



## STAGE FIVE

This is he final battle on Earth! Here is the railroad supply base. Watch for track terrors!





## STAGE SIX

Soar into space to the final battlefield. Avoid asteroids and take on the





## STAGE SEVEN

In the outskirts of several ninecrawling robotic



## STAGE EIGHT

The action gets really intense at home plant as vou are met with wave after wave of shipsi







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JOHN MADDEN the 1992 version of th ead-to-head or aide

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THEIMMO s an in death role s dungeon lair. work with over 58 hambers to explore

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Mencelia

Battle Squadro

ter Terre

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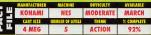
## NINTENDO ENTERTAINMENT SYSTEM



PER CES PREVIE

#### HISE THE POWER OF THE FORCE!!

Contra is coming to both the Super Nintendo and the Nintendo Entertainment System. This 8 bit version continues the same tradition set by the previous Contras, However, it is not just another sequel as Konami has made some changes. The biggest difference in this game is that there now are four players instead of two to choose from. In the beginning of the game, you can pick which of the four characters you want to use. Another difference is that you don't find your weapon, as each character has their own specialized weapons at the start of the game. This game is still like Contra though, because there is still plenty of action, and you have to fight your way through the various areas, then destroy the end boss in each level of the game. Finally, like the original Contra, the levels in this version alternate game play from side scrolling to overhead views. What's nice about the overhead screens is the fact that you don't just charge straight head, rather you can move



around almost everywhere giving you the chance to explore the whole level. You have to remember to do this as you will find power-ups hid-



player version is best!

den in strange places. Of course, this game is two player simultaneous (if it wasn't it wouldn't be Contra), but in this game it can be two player with only one person playing! Like the arcades Konami built in the 'join in' feature. At anytime during the game the second player can come in, and help you out. With two players though, it makes the game very easy to beat because you do not have to worry about killing everything yourself. But, if you are playing alone and there is no one to come and play the second player, all hope is not lost. You can have one of the other four characters come in and attack the enemies. This character will stay on the screen for about 5 seconds. When this character comes in you

can have him cover your back or front, cover all around you, or you can set it so he is behind or in front of you and he will imitate everything that you do. When the player comes

in, he will be fully powered. If you are playing the game and are about to lose your last life, you can switch your player to one of the other three. This will give you two additional men because each of the four players has three lives, but, if you lose all three lives of any one player your game will be over, even if any of the other four characters still have lives left so stay alert!



The character in red is controlled by the computer, but he will help you out for five seconds. He is fully powered, so he can do some serious damage to the enemies. Use him against the

boss!





At the beginning of the game there is an option screen where you can choose which player you want to

## CHOOSE YOUR PLAYER!!!!

start the game as. There are four characters that you can choose from. and each character has his own

Each character has two moves that are the same. One is a invisible flip, and the other just powers-up your normal shots, but it does make them faster!!

unique abilities. In addition, each one has a different arsenal of weapons, so choose your player carefully!



switch your weapon. If you get four of them vou will be able to use your most powerful weapon!











#### LEVEL 2

This level is overhead, and your battle takes place on the docks. Here you will have to run over many different docks, and you will need to get onto a boat to continue. Be careful, because the enemies on this level are on two planes, there are some that are above you and some below you.





## LEVEL 3

This level is another side scroller. but in this one you will have to fight from left to right then from right to left. Somewhat like a maze, you will have to ride in elevators, climb chains, swing on hooks and use a catapult to get through this one. To beat the boss, you must shoot off all of his guns.





#### LEVEL 4

Your battle has moved back to the overhead perspective, but this time you are fighting on a plane. You will have it walk on the wings, find the hidden door, and blow your way inside in order to get to the other wing. Once at the other wing you have to jump to the next plane that flies by.





161

## NINTENDO ENTERTAINMENT SYSTEM





You will need this special piece of machinery to format each planet that you plan to take over.



It is critical to buy a farming station. Without it, your people will starve to death on the planets!



This Battle Cruiser will carry your military equipment. You will need one of these in case of attack from planets controlled by your enemy!

#### LEADERSHIP IS NEEDED!

One universe with many planets is at your fingertips. Working from a single starbase, your job is to format barren planets and colonize them. At the same time, an evil dictator is trying to do the same, but his intentions are to conquer and destroy anyone who gets in his way. With this in mind, you need to set up an army. In addition, cargo ships, satellites, farming and mining stations, atmosphere processors need to be built

to sustain life on the various planets. In Overlord, most of the playing time will take place on a control screen in which you may use icons to perform specific functions. From here, you can monitor the status of your people, food, energy and fuel. First, you must buy the ships that are needed to transport materials from your starbase. Then, buy all of the necessary equipment for the starbase and send a planet formatter to the other planets, so you can initiate life and rule over them Quick decisions have to be made when reports indicate that food, fuel and population levels are critical on a certain planet's surface. Tax your civilians to get vou money to buy



machines that will create the necessary resources for the survival of your people. Not only will you have to be wary of these things, but you will also have to take into consideration the threat of war from your enemy's planets. To be prepared for an invasion you should set up military installations on the surface of your worlds. Buy missiles, hover tanks, bases, battle cruisers and more to defend your planet. When attacked. go to the combat screen, and monitor your progress in battle. Prepare ships to send cargo from planet to planet and scrap the

ones that are not in use. The more planets you rule, the more money you receive, but your responsibility increases as you have quite a bit to watch over. The most used icons appear on your screen. This allows for quick and easy access to the basic functions You may get advice to attack a certain enemy planet and these hints are always something you should look for before performing any major action. A battery backup save feature is built in to allow you to save your game - a good feature as



Once you buy a Planet Formatter. you should choose an empty planet and let it go to work. Once it is ready, you can populate your new planet!



After you buy a ship, prepare it for launching to any one of your planets. Don't forget, you should plan to have fuel and food for your crew that will be aboard.



for its journey. Next you will go to the Navigation Screen and launch your craft to the planets that need them.



may access economic and resource levels on your planets. Set your tax rates and review the status of your ships and strength.



To defend your planets, be sure to buy a battle cruiser. Then, equip the cruiser with hovertanks, ballistic missiles and homina missiles.



When you have an army, you can go into battle and either defend your own planet or attack an opposing planet. Here, you can monitor the progress of a battle.

## IMPORTANT CONTROL ICONS

















**Electronic Gaming Monthly** 

# Ed/AL(CONTE

biggest contest ever to hit the NES! To help you best the game ,we

It is the

will be giving tips for the last two levels of this puzzling game. There is one major trick to this level.

In the beginning of the level, you will come across a blue mushroom on the ground. If you push up when you are standing over the mushroom, you will find a secret room. In here, you will find a construction potion. Next, go into the doors as you reach them. In one door, you will find a 1-up, and in the other, a drop off. Fall down, and go immediately to the left in order to get the key. Then, go back to the right and a path will lead to a locked door. You should use the key, and then keep going right, until you cannot go any further. Once there use your construction potion to get an apple. In the next level, the cav-

## LEVEL 4 -**FANTASY FOREST**

em, go to the right until you arrive at the barrel. Utilize your apple and you can get into the barrel.





Once you reach the blue mushroom, push up on it and you will find a construction potion.







tion potion here creates a path leading to the apple.







Use the apple to knock the barrel into the water. Then, climb into the harrel for a safe ride down the waterfall

## LEVEL 5 - INSIDE YOUR NES

The battle has moved to inside your NES and the puzzle is getting more and more complex. The first thing to do is to collect the four mutation credits. Start by going up the rope and get the bomb. Then, blow up the wall to the left of the bomb. Next, go to the left (you will find a key on the way), and you will come to a transporter booth. Go in here, and you will be able to get two more coins. From here, take the platform down that is to the right of the second coin. Then, start making your way to the right. Once at the door, use the key. Keep following the path, and you will find another bomb. Take this bomb up and to the left, then get another and take it to the right. If you did this right,

the left. Continue in this fashion. until you reach two monitors with magnets above them (pick up a magnet control box on the way). Go



to the question mark and activate the magnets to raise the monitors out of reach. Use the wall lever to get the card down



wall to get the card down.







With all three cards, find the room with the three question marks. Use the cards and the door will open. Now, your quest is done until april.



# A FORCE STRONGER THAN YOUR PARENTS DOESN'T WANT YOU PLAYING THIS GAME.

Okay, Jedi knight. Here's your chance to rescue Princess Leia from certain death.

Man the gunnery of the Millennium Falcon. And pilot your very own

X-wing down the trench of the Death Star-home base to a few hundred thousand fully-armed stormtroopers, and the Lord of the Imperial Fleet himself, Darth Vader.

He's armed and ready. The question is, are you?











Reloon out for a little is around the galaxy.

## NINTENDO ENTERTAINMENT SYSTEM

5 4	KOEI	NES	HARD	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	RPG/SIM	100%

#### IT IS TIME TO RETRIEVE THE GEMFIRE!

A long time ago, in the land of Ishmeria, there was a magical crown of magnificent power. One day, a woman, Princess Robyn, came to realize that the crown was being misused for vile acts and unsavory greed! She stole the crown and cast a spell that sent the seven gems

affixed to the crown across the land. Now, after many years have passed, your family seeks to restore the crown to its former glory! First however, you must capture the seven pieces, which are now formed

into six sorcerers and a dragon! You need to build up your funds, your army, your province's strength and stop various natural disasters from reeking havoc on your people. Good luck, brave leader!



Here is where the seven pieces are hidden. You need to defeat each family power before you can restore the Gemfire!





One of the best ways to obtain land is to take another's! You must fight in close-up scenes!









protection, so use this option to help your people!

#### **BEHOLD - THE** GIC OF GEMFIRE!



ZEDNOR





option to help both problems!







are born from the power of the above crown gems. After obtaining these, you will need to find the central stone - a dragoni

# Addams Tanjily

## Morticia has been kidnapped!

Natinappers have hidden Morticia somewhere in the warry Afdans Mansion. You and Gomer have to escape hidden traps, and hattle starry ghouls and goblins on your yearsh to find her. Gobert the million dellar ransom, find Wednesday, Pugsley and the agents of the formith was traped to the find of the formith and the property of the agents of the formith and the property of the traped of the formith and the property of the traped of the formith and the property of the traped of the formith and the property of the traped of the formith and the property of the traped of the formith and the traped of the property of the traped of t

rest of the family in your attempt to rescue the beloved Morticia.







Nintendo

SUPER NINTENDO



Ohous Nimitendo Ser of Quality

J. Sana

Ocean of America, Inc. 1855 O'Toole Ave., Suite D-102, San Jone, 51, 91731

## **SEGA GENESIS**

5 4	DREAMWORKS	GENESIS	EASY	SPRING
₫ 🖫	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
T III	4 MEG	6	ACTION	100%



## WITNESS THE TRUE SKILLS OF A WARRIOR!

Journey back to a time of the Dynasty wars in ancient Japan. Unfortunately, once arrived, you realize that one of the clars has managed to bring up a magical force which enables it to take the shape of some of the most fearsome black magic enemies ever dreamed about in the ancient world!

This is where you come in. You are a kabuki soldier trained in the legendary art of mystical deception. As all others have failed, only you can free the Earth from its grip of terror. To accomplish your task you will need to find all kinds of different items that will enhance your existing nowers. Included are rare forms of sushi and special scrolls from the ancient wizards. You also are a master of the martial arts and this means that you possess a plethora of different moves and weapons that can be used on mere mortal enemies. Be sure to take in all that you can possibly find as this battle will be harder than any previously encountered!

#### THE MAGICAL WEAPONS OF THE MYSTICAL FIGHTER



With a boost of sushi, you can take on the largest of demons.



Use your powers of deception to bring forth the mystical haze.



Call upon the sun spirits to let you use the stun ray.



Call upon the gods of the skies to unleash the powers of the lightning!

#### AREA 1-1 -- THE TRAINING GROUNDS



## AREA 1-2 -- THE MYSTICAL TEAHOUSES OF THE ANCIENTS

This page features pictures of some of the levels of Kabuki. The first two are easy and allow you to learn your martial arts moves. The next level features some fairly dangerous pitfalls, and you have really got to watch your step. Once you get past this, it is on to the third level, where you have to take on various dangerous ninia warriors. Continue on your trek towards the arena for the final show-



down with the grand Kabukimaster. You must face many deadly bosses to reach your goal. Practice on easy mode first because you are not allowed into the arena until you master the difficult level and all of the bosses. Be wary, some of the bosses, when standing, extend from the top of the screen to the bottom. Save your magic powers for the huge bosses who would otherwise take a large number of normal hitsl

#### AREA 2-1

## PRESS ON TO THE MORE ADVANCED LEVELS!



AREA 3-1



AREA 3-2

Next, you must travel down the

In the eerie land of the dead forest you must travel down the winding paths which are infested with demons and wizards.

When you get to the third level your travels take you along an ancient bridge that has numerous pitfalls in addition to the enemy. AREA 4-2



## AREA 4-1



Should you live long enough to see the fourth level, you will journev high into the clouds where your vision is severely limited.



Survive the lofty cloud stage and move out along the path of the warriors. Stay clear of their swords and use your magic!

## AREA 5-1



The fifth level is on the border of Hades, Hot, scorching flames surround you as you take on the strongest of the evil sorcerers! Electronic Gaming Monthly

## **SEGA GENESIS**



Be	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
55	<b>DATA EAST</b>	GENESIS	EASY	FEBRUARY
₫ 🖫	CART SIZE	<b>HUMBER OF LEVELS</b>	THEME	% COMPLETE
E 11	8 MEG	6	ACTION	100%

YO. DUDES!

Far into the future, the fate of New York is quite grim. Nuclear radiation has leaked out, wining out a majority

> **NEW YORK STREETS** friendly neighborhood. Thugs attack you swiftly and in gangs! Watch out for the boss's whip!

of the city. The charred remains of the metropolis is mostly made up of self-serving gangs and disgusting mutants of magnificent propor-This is not a very



Travel deeper into the city and sniff out the crime bosses. Two huge wrestlers await you at the end of the level.





Is this snow? No it's radioactive fallout! Grab one of the enemy and throw his at his fellow gang memberst

## THE SUBWRY



You're real close to the lair. Play catch with a few boulders! Grab anything and use it as a weaponl

Unfortunately, one of the gangs has acquired the assistance of a great scientific mind to help the members in their evil endeavors. This being has also managed to evolutionize the mutants and mechanical terrors that haunt the city streets.

Being the all-around good samaritan dudes who you are, you must use your brutal strength to hack your way through. Even a friend can join int

## ABRNDONED WRREHOUSE



Proceed slowly as the mutated goons even hide in the walls! Punch

and kick your way to a clear snot then finish them off Crouch down to take out the first wave of dogs!

## **ENEMY HERDQURRTERS**



They have tanks for security in the base! Grab one of the thugs and throw

him at the tanks, Watch out for the rabid







Biast through incredible firefights in eleven deadly levels of eight-megabit maybem, ROLLING THUNDER 2 Namco's hot new sequel to the arcade smash hit. Challenge the terrorists alone, or hammer'm with superagents Albatross and Leila together in TWO PLAYER SIMULTANEOUS ACTION! Passwords and unlimited continues keep the action rolling.





CIRCLE #140 ON READER SERVICE CARD

## **SEGA GENESIS**

E	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
15 5	Electronic Arts	Genesis	Average	Now
	CART SIZE	<b>HUMBER OF LEVELS</b>	THEME	% COMPLETE
E I	4 Meg	6	Racing	100%



#### JUST A ROLLIN' ALONG ...

Attention computer buffs, classic arcade and NES fans - the most unique race game of the past is heading towards 16-bit! It is your job to guide a marble through six perilous races before the time runs out. Be careful out there,

These dangers include absorbing acid slime, leaning Marble Munchers and endless heights of unprotected around.

The object of the game is to reach the goal marker with as much time as possible. You have an unlimited number of balls, so if you fall off an edge and smash into a pile of rubble or get inhaled by a Vaccuum, you

## **DANGERS GALORE!**



The Acid Slime wi dissolve your marble if you touch it. The Marble Munch ers will devour



vour marble. Vaccuums appear and pull you off the edge.



The Hammers hide and try to squash The Bumper Ballis try to knock you



Terror-dactiles will try to lance you Into oblivion!

off the track.

The terrain is tough, the challenge is difficult, but it is your job to make it through! If not, then either you will be swept up by a dust broom. smashed into little pieces, or knocked senseless. Take care, this is going to be one heck of a race!

## as many different dangers lie ahead!



ere, all you will need to do is find the exit before the time runs out. This zone is just for practice - no major threats.



will just lose time

During this stage, you will run into tube-like creatures, your own clone and other trans that will have to be avoided.





During this race, you must roll through a walled maze, avoid acid slime and take a ride on a huge wave machine.

## AERIAL RACE





It is time for a reverse flight, as you travel upwards instead of downwards. Keep an eye out for flying birds for bonus time!





the pathways will dissolve before your eyes!

# "Best New Peripheral

THE TEAR

-Electronic Gaming Monthly, December 1991

... GAME ACTION REFLAY, Jupobellevables ... players can save where they are in any game on the GAR, that the NEX off and come back to that position at a later day?. Cool:

- Exercise Gaming Monthly

hards we the "lace where you usually lose a life. Resume space (lay and when you lose a life. go back to the saved seen in and try again. This can be done as often any loves! You'll be able to get to levels the same without losing any lives! You'll be able to get to levels the same without losing any lives!

a handful of players have ever gotten tol Insert GAME ACTION REPLAY (GAM) into your NES simplify the game into the GAM. By pressing a combination of buttons on your pad, you can pause the game, call up the menu and select any number of changes, such as altering the speed, creating time slow-motion effects, and jumping to any level.

Works with all NES games!

Congruences and add new challenge to

"Desn't look like mudy The Whizz, Gamel're

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COME SEE US AT BOOTH #6323 AT WINTER CEST

## **SEGA GENESIS**



Mastering the curves on the bobsled run will not be easy, especially when going against the clock.



Cross country skiing looks easy, but it can be a pain if you do not watch where you are going.



The luge can be as tough as the bobsled. Try to get on the curves to boost up your speed.



The realistic feel of the downhill is impressive. One wrong turn and you will get snow in the face!

# THE WINTER CHALLENGE



The biathlon requires good aim as well as skiing skills. After skiing to the target, you must shoot for the bullseye with your rifle.

#### ARE YOU READY FOR THE CHALLENGE?

Let the games begin! This is no sled run in your backvard! It is Winter Challenge, with eight skill testing games including downhill and cross country skiing, the luge, bobsled, speed skating, giant slalom, ski jump and the biathlon. In this nine player game, you will be given the choice of practicing a chosen event, or challenging competitors in the

Olympics. An opening ceremony will start out the series of competitions, and then, you may choose any game in which you wish to take part. These games may seem like a piece of cake, but one wrong turn could spell disaster. and the lose of the events as well Bundle up for this gool series of win

ter games and go for the gold!



skating competition takes place



Watch the position of your skis as you jump, or you will land and fall.



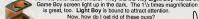
The giant slalom is the ultimate skill test. Do not miss the gates!

-	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 💾	BALLISTIC	GENESIS	AVERAGE	MARCH
4 등	CARTRIDGE SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
ш	4 MEG	N/A	SPORTS	90%

# **Light Boy is Bound to Attract Attention!**



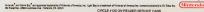
I can't take my Light Boy any place without making a commotion. All I wanted was a few private moments on the Game Boy before the offense got off the field; but now I've got these rookies from the other team in here. They like the way Light Boy makes the



Batteries included

■ Bilateral lighting
■ 1.5 magnification Beplaceable light bulbs





## **SEGA GENESIS**

E	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	HOT-B	GENESIS	AVERAGE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
шш	8 MEG	7	SHOOTER	100%



#### PERIL IN THE SKY...

Historically, this is one of the most tragic of all times! In the year18XX, the country known as the infamous Motorhead Empire has constructed the most powerful weapon ever conceived - the Imamio Thunderl The father of this doomsday devise, and leader of the Motorhead Empire. Sauron, has full intentions of using it for his mad plans. Only the Silverhead Empire (that is you) can defeat him! Choose from either a highly advanced aircraft or a tough Zeplin to foil Sauron's plans forever!

## STAGE ONE





Here, you will soar above a city backdrop and have to contend with flying airships as well as a giant boss traini

## STAGE TWO





Journey through a deep mine shaft filled with dark passages and falling rocks. Take on the excavating machine at the end of the level!

## STAGE THREE





to fight above the clouds! Here, you urill encounter some old mini-bosses

Be prepared

and a gigan tic battle cruiser!

## STAGE FOUR





Now, go to the ocean to battle some giant cannons

under-sea turrets and a giant attack submarine with fliaht capa

## THREE MORE LEVELS TO GO!!

You're on your own for the last three levels. Just to clue you in. Stage 5 has you trapped between two battling star ships. Also, the bosses from Stage 3 will be back! Stage 6 is the last before the final battle. Sail over the main base, then take on the enemy.

Throughout the stages, try the latest attack methods that allow you to reverse your weapons and attack behind youl Plus, there are lots of power-ups in this cart to give you vitality, bombs, level-ups and options! REVIEW CREW • NEXT WAVE • TRICKS • MAPS T NTERNATIONAL • GAMING GOSSIP • FACT-FILES

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#### **NEC TURBOGRAFX-16**

	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
5 4	NEC	TURBOGRAFX	AVERAGE	MARCH
ИΗ	CARTRIDGE SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
I II	2 MEG	N/A	SPORTS	100%

#### CHARIOTS THAT FIRE!

If you want fast action and intense game play in a multiscreen game, then look no further! A cross between air hockey and

Crossfire, Ballistix gives you a unique opportunity to test your speed, reflexes and eye-hand coordination. Your character rides in a hovering charlot that fires silver balls. You have to fire at a black ball and try to knock it into your

opponent's goal. However, be careful, because your opponent rides in another charlot that is trying to hit the ball into your goal. As if trying to score points and defending your own goal is not enough action, there are also obstacles that can hinder your attempts. Obstacles such as rubber bands. mines and potholes that transport the ball from one side of the court to the other must be anticipated. Plus, there are solits that send an explosion of four, eight or 16

orange obstacle balls into the court. To help play, there are icons on the court that will usually, when touched, help you. With this game. you can take away your opponent's score, get a goal shield, or reverse the game play in your own favor. Thus, for a new type of game that is as different as it is fun, give Ballistix a try.





















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February, 1991, all future issues will be mailed on a bi-morrhly frequency thereafter

se Super NES Bouer's Cuide is a Sendal Dubl









Dangers lurk in the levels, such as falling balls, creatures running along the field and Coiley! Also, Slick and Sam change the colors of blocks!

#### LEAP FOR YOUR LIFE!

Get ready to latch onto your portables as the leapin' critter from the arcade classic, bearing the same name, has now entered the Game-Boy arena via Jaleco!

You are cast as a two-legged, little, fur-ball who has the guts needed to complete several levels of blocks that need a serious color change. To do this, simply leap from one block to the next. Yet, during the later levels, you will need to change them more than once! You will also be encountering many different creatures that will hound your progress. Some of which include little wall-running creeps, dropping balls, or even the infamous snake - Coiley, Also, keep an eye out for Slick and Sam they will change the color of your blocksl

Do not worry, there are all kinds of fruits that you can get to increase your score substantially! An entire leaping experience is in your hands!

#### GOOD ITEMS





Keep a sharp eye out for the many goods to come your way! With items like pellets, apples, Slick and Sam your points will rack up! Also, get disks to escape from danger!

## CHANGE COLORS



colors. To do this, just leap upon each individual block

#### CHECK OUT THESE AMAZING LEVELS! During the early rounds, difficult to master. All you need to do is land on

vou will encounter simple level designs. Some are In the shape of triangles, while others, like this one, are in the shape of hexagons The layout of these should not be

ready for a

change in

you will be

heading along

different paths to

complete the puz-

start to drop faster.

zie. The enemies

pace as

the individual dodge the nasty Coiley!

squares to change their color (once through the early rounds), Also, usually located near the bottom are disks that should be used to

enemies

will start to show their faces, and your chances of falling are high! How about going over the cks more than once?

# MEGA PLAY

#### The Ultimate ALL-SEGA Magazine!

Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! . To get the most out of your Sega system, you NEED Mega Play!



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#### NINTENDO GAMEBOY

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5 4	<b>BULLET PROOF</b>	GAMEBOY	AVERAGE	FEBRUAR
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	70+	ACTION	100%

#### HAVE A NICE DAY!

Welcome to the year 2000 AD.

Where YOU are the prime contestant of the most popular blast-away game of the future - CyberScapel

You are in control of a highly sophisticated Smiloid. There is only one purpose for this mission, find all the other enemy Smiloids and wipe them out of existence! To do this, you will need to sail through the 70-mazes that exist throughout the entire complex of CyberScape! As you cruise along through the intri-cately laid out halls, corridors and

blocked off rooms, you will need to keep the cross-hairs of your weapon trained on every corner, doorway and intersection. Who knows what might be jurking on the other side?

This is only half of the fun, though. The sales a fantastic option that allows 4-player blasting action! Now, you and three other friends can take on the CyberScape challenge against on another! Each player will have his own perspective and his own individual shape on the other player's screen! This allows for a great deal of variety! Now, this is multi-player is creen!

#### FIRST PERSON PERSPECTIVE



The entire game is set in the first person perspective! Just like a rat in a maze you must maneuver through the seeming endless maze of walls searching for the exit while avoiding the other Faceballs who are out after you!

## JUST ONE OF THE LEVELS!

At any point in the game, you can select an overhead map of where all the other Smiloids are situated in the halls!

## COLLECT POWER-UPS!



Search in the different corridors for these flashing globes for power-ups like force-field smashers and 1-upsi

#### THE FIRST SMILOID!



The main round Smiloid can take a lot of brutality and is able to move at high speeds. This is best for beginners!

## THE SECOND SMILOID!

As opposed to the round one, this is quite slow and weak, so it is easy to knock out of the game!

#### THE THIRD SMILOID!



Similar to the second one, this one is just a little faster than the second one. This one is average at best!





MORE

ACTION Get ready for the continuation of the the Mega Man 4 Super Play! When we last left our hero, Rock,

castle is up to you to survive. Okay, here is an overview. It was the year A.D. 200X, and Dr.

Light, a master robot designer, created robots to do household chores. Then, one day, the robots started to turn on their owners. The entire city was in chaos. After some deliberation. Dr. Light came to the conclusion that the evil Dr. Wily was the culprit behind it all. Dr. Light created a a new robot to

NOW 100%

combat this evil. However, in order to keep this robot from turning to Dr

geous lad who had volunteered to become Mega Man, just defeated Dust Man. through the rest of the regular levels, but the

Wily's side, he did not create a whole robot. He only created the shell of one to be worn by a human, thereby converting the wearer into our savior robot. Rock volunteered to wear the





You Can't Jump!

When you climb up this ladder, go to the left. You can get a 1up and an energy ank. The best way to get to these items is to go on the top, so you can jump over the enemie



SKULL

MAN Before you battle with Skull Man



then Dust Man. When you enter the room you want to have your Mega Buster fully powered, and as soon as Skull Man appears, shoot! Once you shoot him with a blast from the Mega Buster, switch weapons, and use Dust. This weapon will destroy Skull Man with only a few hits: thus, it is important to have beaten Dust Man. This may not be as easy as you think. When Skull Man comes out he has already started firing. Dodge the shots. and then try to hit him with shots of your own. Next, Skull Man will either charge at you, or put up his Skull Shield. If he charges you, try to jump

over him. Once his shield is up, there is nothing you can do.



DRILL MAN!

You cannot full power to do away with him.

beat this enemy with vour normal shots. You must utilize vour Mega Buster at

Although you might be thinking that you want to use Skull on Drill Man, you should not. You want to use Dust again. When you enter the room, Drill Man will not appear from the right side of the screen, as other enemies do. Instead, he will rise from the floor. The best way to avoid getting hit when he comes up is to not stand in one place. Once he is up, hit him with Dust.



There is a part in this level where you have to get under falling rocks. They fall too fast to run under, so you need to have your Skull Shield on. The rocks will destroy your shield, but not you!





## SUPER STRATEGUES



#### MORE MEGA

Get ready for the continuation of the the Mega Man 4 Super Play! When e last left our hero, Bock.

castle is up to you to survive. Okay, here is an overview.

It was the year A.D. 200X, and Dr. Light, a master robot designer, created robots to do household chores. Then, one day, the robots started to turn on their owners. The entire city was in chaos. After some deliberation. Dr. Light came to the conclusion that the evil Dr. Wilv was the culprit hebind it all

combat this evil. However, in order to keep this robot from turning to Dr.

You Can't Jump!

When you climb up this ladder, go to the left. You can get a 1up and an energy tank. The best way to get to these items is to go on the top, so you can jump over the enemies

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battle with Skull Man. you should beat Ring

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room you want to have your Mega Buster fully powered, and as soon as Skull Man appears, shoot! Once you shoot him with a blast from the Mega Buster, switch weapons, and use Dust. This weapon will destroy Skull Man with only a few hits: thus, it is important to have beaten Dust Man. This may not be as easy as you think. When Skull Man comes out he has already started firing. Dodge the shots. and then try to hit him with shots of your own. Next. Skull Man will either charge at you, or put up his Skull Shield. If he charges you, try to lump over him. Once his shield is up, there is nothing





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enemy with vour normal shots. You

must utilize your Mega Buster at full power to do away with him.









geous lad who had volunteered to become Mega Man, just















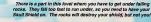




















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The following companies are contributing to this contest: Sega, Acciaim, Asmik, Data East, Ocean, Electrobrain, Konami/Ultra, Virgin, American Softworks, Koel, Dreamworks, Electronic Arts, Sage's Creation, NEC, Jaieco and Capcom.

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	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLE
I I	8 MEG	NA	ADVENTURE	100%



#### THE BEGINNING OF A WHOLF NEW LEGEND

Back in time, there was a land surrounded by mountains and forests. This land was known as Hyrule. There was a mysterious type of gold hidden there which had great power and wisdom. One day, people found the entrance to the sacred lands and fought their way through, Unfortunately, these sacred lands were deceptive, and the evil beyond overcame them. The king of Hyrule ordered that seven people would close the gate to the other world and never open it again. After many years of peace, there

appeared someone who tried to open the seal. The evil wizard, known as Agnon, went against the king and took control of the guards. He kidnapped the daughters of the seven protectors and took the beautiful Princess Zelda captive. The time was approaching when Zelda would be sacrificed and the gate to both worlds would forever be

opened. This is where you come in. You are the valiant warrior known as Link. You are looked upon as a mere boy, but you are actually from a race of royal people. More importantly, you are the chosen one to rid Hyrule of the evil Agnon.

The U.S. National Video Game Team has blown through this fantastic game and is ready to share with you the secrets and mysteries of the land of Hyrule. Get ready for maps. strategies, hot tips and techniques that will get you to the end of this excellent cart. You saw it here first

dhe sevom wen ynem zen nnl TECHNIQUES THAT YOU MUST MASTER.

PUSH

Push blocks to

find things.



BUMP

Run into trees

to find items.

SWIPE

Your main

means of attack

defend you.

1UMP Jump to a lower level

LIFT Hold an item over your head.

REPEL Defend yourself from attacks.

THROW Throw an item at an enemy.

you can shoot

REAM With full life Hold the hutton

MIWZ Solve mysteries In the deep.

SPIN

for this power.

PULL

Some blocks

can be pulled.



CHARGE

Bun through

enemies.





Electronic Gaming Monthly

## TEAD OF HAVE



#### MYORIANT PLACES TO GO. Desert - You can get the Fire

- Link's House There are always hearts waiting for you here King's Castle - Rescue Princess
- Zelda from here to start your quest.
- Church Get a heart container and info about Agnon's weaknesses. Old Man's House - He gives you
- the boots and valuable information. East Dungeon - You can get the Bow and the Warriors Medal here.
- Book Store You can find the Book of Ancient Writings here.
- Town There are many things that you can get here, so be alert.
- Hyrule Dam If you drain the lake you'll find Heart Container piece

- Magic if you have the Mirror.
  - Desert Dungeon Get the Power Glove and the Power Medal here.
  - Waterfalls You can get the Flippers from the Giant Zola.
  - Death Cave Look for the Warp to the Dark World here.
  - Tower Dungeon You'll find the Moon Crystal and the Medal of Wisdom here.
  - Gypsy's House She can tell you where to go next.
  - Forest of Master Sword Look for the Master Sword and a mushroom.
    - Swordsmith He can help you if you find his partner in the Dark World.



Electronic Gaming Monthly





## BE SURE TO TALK TO THE TOWNSPEOPLE TO HELP SOLVE SOME MYSTERIES.

- This is the thieves den. In the basement, you will find a variety of treasure chests filled with valuable items and money.
- This is the wife of the old man a descendant of the seven pro-
- tectors. She will tell you valuable info about the Master Sword.

  If you have the magic whistle, stand in front of the windmill and
- blow. You will be very happy with the results.
   The young man in this house is ill and cannot get out of bed. He
- will give you the Bug Net which allows you to catch fairles.

  If you talk to the man in this house, he will give you important

clues about the Big Zola by the waterfall.

- 6 Use a bomb to open the shed. Inside you find four bombs, a cluster of five arrows and some mice.
  - This is the town pub. If you talk to the men inside, you will learn about the large fairy and the boy with the flute.

#### **GETTING THROUGH**

THE FIRST WORLD The following tells how to negoti-

ate the first world. (Just so you know, the second world has seven dungeons and even more mysteries). You should look around the overworld for as many secrets as possible. When you get the Boots of

Pegasus, you can charge into objects to find items and hidden passages (try running

into clumps of mushrooms and and trees). You can also find holes in the walls by tapping on

them with your sword. The hollow walls will make a different sound and they can be opened with a bomb. Once you have obtained the three

medals and retrieved the Master Sword, go to the King's castle and cut down the magic barrier to the castle tower. If you find the top of the

lower, he sure to have at least one iar of medicine. The fight against Agnon is not that intense, but you must remember to propel his shots back at

him to defeat him. If you strike him with your sword, you will be hurt considerably. Once you have defeated him, you

will be transported to the Dark World. Use the Magic Mirror to go back and forth between

the Dark World and Hyrule. You will be able to get to places that you

once could not reach. If you go to the lower left section of the map while in the Dark World and use the Magic Mirror to go back to Hyrule, you should be able to find the second magic icon. For

the third, go to the waterfall area and throw a skull into the ring of rocks. A giant fish will spit out the icon. There are even more mysteries in this incredible game.

Stay tuned for more help in the next issue.





Be sure to visit the old man after getting the medal and he wi give you the boots.

This dungeon only has two floors. The Boss is on the lower level. Find the Bow in a treasure chest on the first floor. Use the Bow against the Boss for best results.









## DESERT DUNGEON



You must have the Book of Ancient Writings in order to get into the dunaeon



be defeated by using





## TOWER DUNGEON



With the third medal. go to the Forest of Master Sword and get this weapon.











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me	Score	Player
Durner	13,572,990	Christopher Sime
d Baast	234,400	Alax Stamos
sk Balt	999,900	Rob Steamenn
Dragon	627,000	Todd Faller
yealker	21,520	Vince Tennent
Nir(a	1,924,650	Vince Tennent
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npage	998,155	Christopher Sime
etters	31.158.300	Christopher Sims
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11	Jim Hekola
15	Rick Lico
10	Kin Yu
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10	Tony Desilvey
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	Jason Williaka
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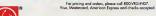
Stephen Krogman Rules - All scores on Streets of Rigg must be received by Warch 15, 1992. If maximum accres are reached, a drawing of all maximum accress will be conducted to nuts: All scores on streets on regers. All scores must be submitted on official Team entry forms an accompany e legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, II 60145 for an official entry form. One winner per household per year, Score rollovers will be treated the same as maximum scores. Decisions of the judges will be first. For up to the minute high scores cell 1-708-916-6474.



















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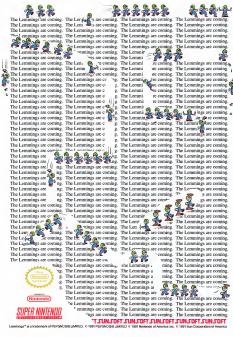






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